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SEPTEMBER 1995

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JOE MADUREIRA'S LIFE AMONG MUTANTS. PAGE 32

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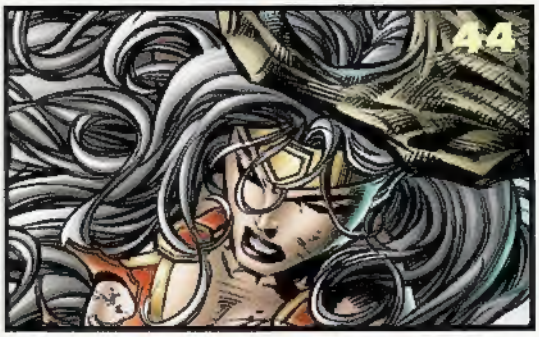

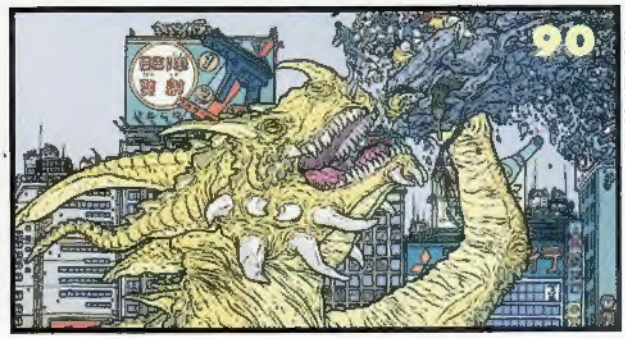

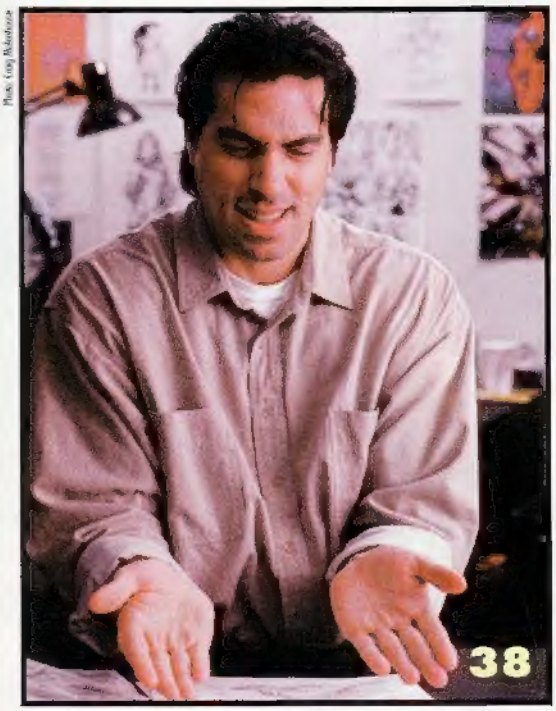

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WIN!

A MORTAL KOMBAT 3 ARCADE GAME!

Even if you're like the ugliest dude this side of Willie McGee, you'll be sure to score with the babes if you own this puppy! Get movin' to page 66!

from the top

SHOW AND TELL

Y'know, I always like going to comic conventions. The people you meet there are truly unique and interesting. So far on the show circuit this season, I have been able to meet the "new" Vampirella model, Brian and Francisca Pulido (of Chaos! Comics fame), Billy Tucci (*Shi*), Jeff Smith (*Bone*), Avengelyne (the former Vampirella model) and many others. So hey, if there's a convention in or near your town, you can probably meet these folks and other one-of-a-kind people. And if we're there, make sure you stop by and say hello.

This issue, we have a kickin' cover by *Uncanny X-Men* teamsters Joe Madureira and Tim Townsend, colored by the swell fellas at Fleer. We interview Joe and get into what he's got cookin' with those rascally mutants. Also, do all you budding artists wanna know how to prepare your portfolios? We've got all the answers in here. Wanna know more about Mike Deodato Jr., Roger Cruz, Denny O'Neil, Frank Miller, Geof Darrow and Vertigo's eight rising stars? It's all in here, too. And I can't forget the free Evil Ernie mini-comic and exclusive Marvel OverPower Metal Print offer. (Geez, you sure get your money's worth of plugs in *Wizard*, by golly.)

You also may have noticed something different about this issue: It cost you a little more. Unfortunately, it also cost us a little bit more to produce it. In case you haven't heard, there's been a massive increase in paper costs over the past few months, and something had to give. But we will still deliver the highest quality product that you expect, with even more bang for the buck.

On a side note, I went to Toronto on the weekend of June 2 to 4. It was purely a business trip, of course. I had to do a voice-over for the upcoming *UltraForce* animated series (I played a thug, who, of course, gets his butt thoroughly kicked), and I had to play in the world premiere *Ice Age* Tournament at the Canadian Comics and Card Spectacular, where the *Magic: The Gathering—Ice Age* expansion game debuted. Over 700 people played in the tourney—I made it to the third round. If you play the *Magic* card game, you'll find *Ice Age* to be really great—it adds a couple of really interesting features to the game (make sure you read all about it in *InQuest*).

Next month is The Biggie—our huge 50th issue. I can't believe that after 10,000 pages, and hundreds of free cards and inserts, *Wizard* is 50 issues old already—amazing! As for what we've got in store, there's this big thing with Todd Mc—um, I can't say that yet. Well, don't miss the humongous cover with Spi—yikes, can't get into that, either. I'd be nuts not to mention the Spaw—er, sorry. Suffice it to say, the next issue of *Wizard* will do what no issue has ever done before. I'll leave it at that. I hope you join us.

See you then.

Stay cool,

Gareb S. Shamus

P.S. I can't wait—Brian Pulido promised me that his animatronic Evil Ernie can cut off my head at a future con—I'm so excited!

masthead

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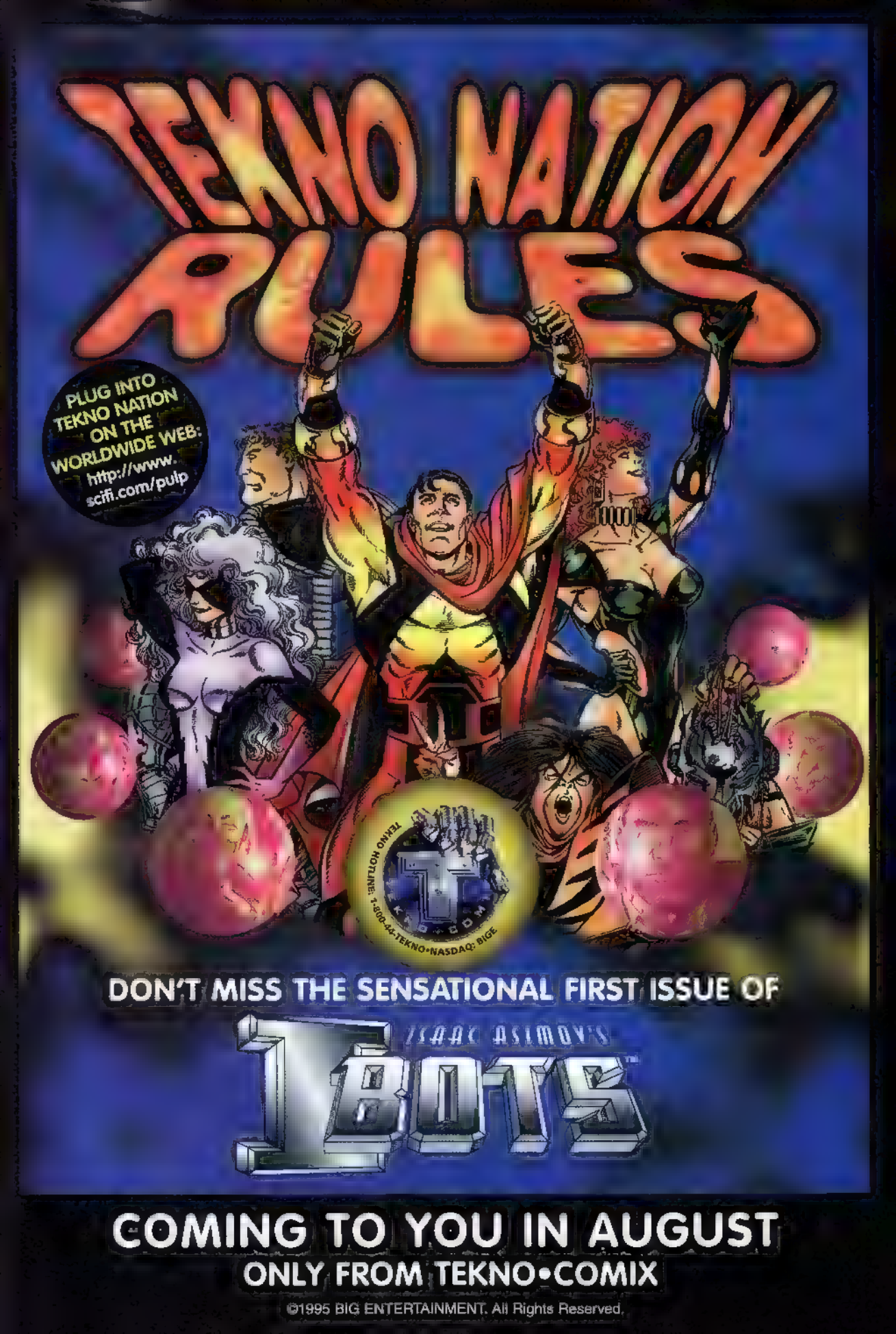
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Magic Words

McLauchlin shuts the hell up!

I'll keep my introductory babble to a minimum this month, because we've got a ton of great letters to get to. So many cool letters have been coming in that we're actually looking to do a couple of expanded Magic Words in the near future.

Boy, you should have seen the postage on this first letter...

Wizards,

Verily, thou hast incurred the wrath of mighty Thor! The Thunder God bested in single combat by Superman in *Wizard* #39's "When Titans Tussle"? I say thee, a thousand times, nay! Why, even in Hela's dark domain, Superman's weakness against magic is well known. One stroke of my enchanted mallet of uru against his head of steel and, as they say in Midgard, that's all she wrote.

Thou speakest of battle savvy? Before the Kryptonian was but a mote in his sire's loins, the Prince of Asgard was slaying trolls and storm giants with naught save bare hands and a warrior's spirit.

Fah! What knowest wizards of combat anyway? Thou art likely in league with my evil half-brother Loki, or perhaps vile Lorelei. May the All-Father's eight-hooved steed trample thee to dust and silence thy prattling for all time!

Thor Odinson
The Golden Realm
As told to Malcolm Knox
APO AA

Y'know, I always thought of Thor as more of the man-of-action type. I never really pictured him sending complaint letters.

Anyhoo, Thorsie, I dig ya, but I've still got to give the nod to Supes if you two were to go toe-to-toe. You're a tough customer, but you've been known to let your emotions get the best of you from time to time. Supes is better at keeping his wits about him in battle, and that gives him a slight edge.

Ladies and gentlemen, we have now reached the X-Men Dance Party-A-Go-Go segment of our letters page...

Dear Wizard,

There seems to be some confusion regarding Scott Summers, a.k.a. Cyclops. Since I am gifted with insight and wisdom into all things imaginary, I'll enlighten you people on some of the more confusing aspects of the snazzy blue X-Man.

1) During the "X-Tinction Agenda" storyline, readers witnessed Scott and his brother Havok trying to pound each other's brains out using their mutant powers. But since they're related, their powers had no effect on each other. These same readers then wondered how the Summers brothers could beat the holy mackerel out of Stryfe, Scott's son's clone, during the "X-Cutioner's Song."

The reason for this should be clear to anybody who knows genetics. You see, siblings are more closely related to each other than they are to their parents. If closeness of relation is the reason for Cyclops and Havok's immunity to each other's power, it stands to reason that while Scott and Alex can't hurt each other, they can still kick the stuffing out of their kids, who are, genetically speaking, more "distant" relatives.

2) In *Wizard* #44, reader Amit Punjab asked how those ruby quartz glasses hold Cyclops' eyebeams back. You morons told him that because the glasses are red, they reflect those beams back to his face. WRONG! An opaque red object reflects the color red, but a transparent red object would transmit the color red, allowing Cyke's eyebeams to move right through.

So how do ruby quartz glasses work, you ask? I think that Scott's mutant power subconsciously "turns off" when he sees through

THE NEXT PHASE IN HUMAN EVOLUTION MAY NOT BE HUMAN AT ALL.
A three-issue *Elseworlds* miniseries about genetic engineering, age-old enemies, and Marilyn Munro.
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JAMIE DELANO
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JOHN BOLTON
PRESTIGE FORMAT
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ruby quartz. While he's doing his eye blast thing, he sees everything as red. When he has the visor on, the light passes through red ruby quartz to his eyes, so he's still seeing everything as red. Therefore, his brain thinks he must already be blasting and the eyebeams get "turned off." This means that if the ruby quartz was, say, 10 feet away from him instead of right in front of his face, he could blow it to pieces. It also means that Scott could hold back his eyebeams if he tried really hard.

Andy DeBorja
Bronx, NY

Interesting theories, Andy. I like 'em. But lay off the "moron" cracks, huh? I mean, I was a political science major in college. I should have known better than to mess with physics.

Dear Wizard Guys,

I've noticed a problem with the X-Men. It's not a continuity problem, it's a taxonomy problem. Homo Sapiens and Homo Superior do not represent different species. A species, by definition, is an intermating group of organisms. Since mutants (Homo Superior) can have kids with normal humans (Homo Sapiens), they are not a different species, but rather a different breed.

Francis Serpa
Novato, CA

Man, have we gotten highbrow in the past couple of months! I guess that whole Descartes thing in *Wizard* #47 really got the ball rolling.

Anyway, for those of you without a Webster's New Universal Unabridged Dictionary at home, "taxonomy" refers to classification of species, and methinks Marvel's got a small problem here. They look at man and mutant as two separate species, and that difference is the basis for the fear and hatred of mutants in the Marvel Universe.

I couldn't find any biological text at home to check your species definition, Francis (oddly enough, I did find my old high school physics book), but I think it holds water. For example, mules—the offspring of a donkey and a horse—are sterile and therefore not considered a species. Marvel mutants should not be considered a separate species.

But many people theorize that the mutant hatred in Marvel Comics is simply an allegory for the real absurdity of racial and ethnic hatred that exists in our own society. It is truly sad that as "civilized" men and women of the late 20th century, many of us still have prejudices against others based on things as insignificant as skin color or if someone's last name ends in a vowel. Chances are, Marvel knows full well about its taxonomy problem but keeps the difference in order to continue teaching this important lesson.

Dear Wizard,

Is it pronounced "Mag-neato" or "Mag-neto"?

Keric & Gavin Morinaga
Cypress, CA

It took two of you to write this question? It's pronounced "Mag-neat-o."

Dear Wizard,

In an old issue of *Wizard* you asked readers to think of a codename for Jean Grey. I thought about it and came up with "Mind Bolt." She can read minds and uses bolts to penetrate minds. So please print this.

Montrae Brannon
Aurora, IL

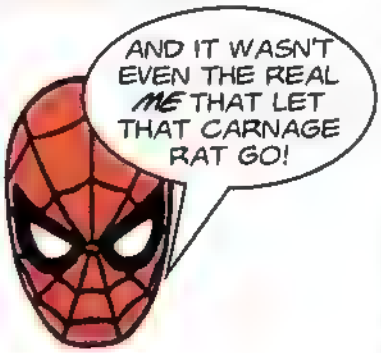
All right, it's printed. "Mind Bolt" is a pretty lame codename, but still a lot better than "Jean Grey." (Boy, that whole secret identity thing sure does you a lot of good, don't it, Jean?)

Dear Wizard,

What does the "M" on Bishop's face stand for?

Jason Witt &
Richard Orlikowski
Winona, MN

It stands for "mutant." Bishop had it put there due to his status as a mutant policeman in the alternate future that he comes from.



Dear Wizard,

I write in response to letters from Ben Ziegler and others in *Wizard* #40. Mr. Ziegler claimed that Spider-Man was a coward for not killing Carnage during the "Maximum Carnage" storyline, and preventing him from hurting innocent people.

Mr. Ziegler et al. have been judging Spidey's decision teleologically—that is, based on the consequences of his actions—rather than deontologically, whether his actions were right or wrong in and of themselves. The traditional standard for judging decisions is deontological, because most people agree that if an act is wrong, it doesn't matter what the outcome is. You shouldn't do it. The ends never justify the means.

Spider-Man did the morally correct thing by allowing Carnage to live. To kill is wrong. So, being the moral person that he is, Peter Parker decided to let Carnage live. Whether this makes him a hero or not, I do not know. Maybe a hero is someone who ignores the right or wrong of a thing and just does whatever needs to be done. I prefer to think that a hero is someone who can make these tough decisions in an often morally bewildering world.

Doug Singsen
Providence, RI

Geez, the ol' Webster's sure getting a workout today. And it looks like this particular letters page controversy will never die out. Letters continue to pour in with opinions on whether Spidey should have killed Carnage or not when he had the opportunity. These days, opinions are decidedly against Spider-Man being a killer, even if the killee would have been Carnage. And yes, Virginia, most readers do consider Spidey a hero.

Dear Wizard,

All right! *Wizard* #45 kicked ass! It was hilarious! Did you just decide to make #45 the all-humor issue?

But how about this Derek D'Avril guy (Wizard Profile, issue #45)? His interview made me want to avoid this guy's work. He's only one year older than me and he's already got a bright future in the comic industry. Meanwhile, I'm barely scraping by in college! Be thankful for small favors, D'Avril, you mucousy wart on the butt of humanity!

Michael Hoover
Lubbock, TX

Yes, *Wizard* #45 was the April Fool's issue (even though we hardly mentioned it in the book, but we did in the advertisement for it). We did a number of humorous features, including running a *phony* Wizard Profile. There really is no Derek D'Avril. We dreamed him up and design assistant Jonathan Marsland posed for the photo. We thought it would be fun to see if anyone would

Pen Pals

Get in touch with your fellow comic fans! Send your name, address, age, gender and three favorite titles to Pen Pals, c/o the Magic Words address on page 16. **NOTE:** Please write your age clearly on the envelope. Hey, make a friend!

Billy Settle
Age: 12 Sex: Male
3210 Lee's Summit Rd.
Independence, MO
64055
Likes: *X-Men, Wolverine, Spawn*

John Seifert
Age: 13 Sex: Male
361 Smyth Ave.
Alliance, OH 44601
Likes: *X-Men, The Ray, Superboy*

Erica Gooding
Age: 13 Sex: Female
857 Amesbury Rd
Haverhill, MA 01838
Likes: All London Night Studios titles, *X-Men, The Crow*

Shinel
Age: 16 Sex: Male
#10 Livonia, Unit 25
Scarborough, Ontario, Can.
M1E 4W6
Likes: Certain male and female vampire titles, *X-Men*

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bite on the bait. Whoa! Feels like a strike! Looks like we've got a Lubbock Hooverfish to reel in! (And not just readers—a few publishers, who will remain anonymous, also took a bite.)

Dear Wizard,

I want the truth! Truth about what, you ask? I want the truth about Jim Shooter. It seems that a lot of people in the comic industry hate him. They accuse him of lying about what he did for creators. I have read many times that during his tenure as Marvel editor-in-chief, Mr Shooter increased rates for artists, returned artwork to their rightful owners and started royalty programs. I also have read the speech that Frank Miller gave at the Diamond Distribution Seminar (June 12, 1994), and he seems to imply that Shooter didn't do anything for creators. They can't both be telling the truth and they can't both be lying. I suggest that Miller and Shooter come together to debate it and come to a conclusion on the subject.

David Wuu
Upland, CA

Nice notion, but I doubt that it would ever happen. Peter David and Todd McFarlane had a rather interesting and well-publicized debate at ComicFest '93 in Philadelphia, but big-time comic debates are incredibly rare events. Still, Frank Miller and Jim Shooter are both recognized as very opinionated guys and very effective public speakers. It would be interesting to see. Just don't hold your breath.

Dear Wizard,

You know, I've just about had enough of your Spawn-bashing, McFarlane-dissin' editorial bent. Can't understand why so many fans buy *Spawn*? Think we're all a bunch of idiotic, comic-speculating teenagers who know nothing about good art or what constitutes a well-written story?

Well, I'm here to give you *Wizard* fools a clue. I'm a 36-year-old published author and professional artist who has been supporting himself through those means for over a decade. I stopped collecting comics when DC and Marvel went on their multi-part, crossover, buy-every-book-we-produce-or-miss-out-on-the-storyline rampage. I knew they were giving the customer a raw deal. Instead of upgrading the quality of their books, they instead chose to go the route of mass-marketing and merchandising.

Their choice wasn't evil, but it also wasn't the cup of tea for hundreds of thousands of comic readers, myself included. Then McFarlane came along and, with his Image cohorts, bucked the system with an in-your-face campaign that warmed the soul and excited the imagination.

Spawn, ah, Spawn. McFarlane kept his creation clear of crossovers and multi-part epics. No time-traveling, universe-saving, really-alering, overly grandiose sagas. *Spawn* is a story about people, about characters, about side avenues and subplots. *Spawn* is a story about betrayal, frustration, mystery, rage, love, honor and an outcast trying to find his place in the world. Spawn is a man of good intentions whose actions are manipulated by forces he has no way of understanding.

I'm not saying that the art or writing is the best in the business, but there is something you boys at *Wizard* fail to comprehend. If the story is true and if you tap into ideas that strike the heart of the reader, the public will forgive and overlook minor problems. McFarlane does all this for $1.95 and does not force you to spend $39 a month just to keep your grip on the storyline.

Besides all this, *Spawn* runs the most read-

able letters page in the business. McFarlane is a true character and has brought a fresh voice to the industry. I don't always agree with him, but I don't hold it against him or judge his book by that measure.

So carry on, McFarlane! I and countless others wait breathlessly enthralled as we watch you carry the banner into battle against Marvel and their evil empire. And *Wizard*, lighten up on *Spawn*! That book and its creator are the best thing to come around since Jim Steranko.

William J. Murray
Moody, TX

"The most readable letters page in the business"? In *Spawn*? Then what the hell is this? Chopped liver? Surely you jest.

"The best thing to come around since Jim Steranko"? I think you've somehow forgotten a few people like Frank Miller, Howard Chaykin, Jim Starlin, Bill Sienkiewicz, Alan Moore, Tim Truman and Dan Jurgens.

Oh, well. I'm running this letter to show the world that there are always two sides to every story and that I do have something of a concept of equal time. Every man has his own opinions, and no one's are any more wrong than anyone else's. OK, so G. Gordon Liddy's are a little more wrong.

That having been said, it's time for our obligatory McFarlane joke of the month...

Oh, Great Wizard People,

Can Todd McFarlane count?

Brian Clough
Newton, NJ

Yes, but only to 18. Then he has a bit of trouble, until he reaches 21. Go figure. You'd think the guy would take off his shoes to count on his toes after 10, and not have any problems until he hits 20. Hmm...maybe he forgets to count his thumbs.

To all those at Wizard,

I don't know about anybody else, but I'm getting sick of characters who are big, violent, mean-looking, carry big guns and other sorts of large weapons and kill everybody. I think we need more comic characters that are normal humans who weigh less than 200 pounds and rely more on brains than brawn to stop criminals.

Darren Bullock
Seattle, WA

Me too! Looking for an alternative to today's hulking monstrosity of a humanoid? At least art-wise? Check out *anything* penciled by Gil Kane. The guy is a master of the human figure and always draws people that actually look like people. And he can draw dinosaurs like nobody's business, to boot.

Dear Wizard,

Over the past few months, comic readers have witnessed many milestone occurrences, from the deaths of major characters to sense-shattering events like Valiant's "Birthquake." And I, for one, love it all.

Think about it: Who wants to spend between two and five dollars for a comic if nothing interesting happens between the covers? I could see spending maybe a dollar for a regular soap opera-esque comic, but more? No way!

I love comics but I've also got bills to pay. Guess which comes first? So if publishers won't lower cover prices, they should at least continue creating big, milestone storylines.

Ken McWilliams
Nichols, SC

OK, but please remember that many interesting things *can* happen between the covers without a blockbuster event. Some of those things are called "characterization" and "plot."

It seems most people enjoy the big comic events. Most of them are well-executed. The only harm comes when a major shake-up replaces any semblance of real storytelling. If you buy comics only for the sense-shattering events, you're probably buying them for the wrong reason. How many of these can a publisher throw at you before you need a little background to make you actually care about the characters you're reading?

Wizard,

Who treats us to the KA-THOOMs, BLAM BLAM BLAMs, SNIKTs, AARRGHHs and other sound effects which grace our comics each month? Is it the letterer or the penciler?

David Spinks
Indio, CA

Depends. It can be either, and sometimes it's even both in the same comic. Some comic professionals have even become rather famous for their sound effects. Artist Walt Simonson (of *Thor* and *Star Slammers* fame) and letterer Ken Bruzenak (notably on *American Flagg!*) spring immediately to mind.

Dear Wizard,

Hey! Is Clark Kent's middle name really "Jerome," as indicated on an episode of *Lois and Clark*? And since it was revealed that Doomsday is from Krypton, does that mean he is vulnerable to Kryptonite?

Jeremy Grossman
Indianapolis, IN

According to the folks at DC, Clark Kent has no middle name that's ever been revealed in the comics. As to your Doomsday question, our DC spies would only styly hint that the Kryptonite question will be addressed in the Superman titles sometime soon. (Oooo...)

Dear Wizard,

Could you please clear something up for me? I kind of remember a "Reflection on a Superhero" album from the '70s that had songs on it about Spider-Man. I ask everyone I see at conventions about it, but they just look at me like I'm out of my mind. If there ever was such a record, could you please tell me about it so that I won't wonder if it was just a pre-teen hallucination like Santa Claus, the Easter Bunny or Richard Nixon. Thanks!

Tom Fink
Claremore, OK

Oh, it's real, all right. 'Round about 1975 or so, *Rock Reflections of a Superhero*, a Spider-Man album, hit the nation with the force of a runaway chipmunk. Stan (Music Lover) Lee narrated between Spidey-oriented songs like "No One's Got a Crush on Peter" and "Dr. Octopus." Stan even appeared in print ads for the album, telling the world that, "It's an honest-to-Aunt-May rock-and-roll album that's the answer to any disc jockey's prayer!" Heck, it's even got David Sanborn on sax! This musical missive was available on album, cassette and the ever-popular 8-track.

Dear Wizard,

I'm from Pakistan and a steadfast reader of your magazine. I was wondering if your

Nathan Palaco
Age: 14 Sex: Male
519 Montezuma
San Antonio, TX 78207
Likes: *The Maxx*, *Spawn*, *Venom*

Aaron A. Stencel
Age: 20 Sex: Male
1065 Alden Nash
Lowell, MI 49331
Likes: All 2099 titles, Superman titles, X-titles

Cherity Dees
Age: 14 Sex: Female
950 Becton Rd.
Havelock, NC 28532
Likes: *X-Men*, *Spawn*, *WildC.A.T.s*

Larpoeil Bruno
Age: 18 Sex: Male
40 Rue Christine de Pisan
22000 Saint-Brieuc,
France
Likes: *WildC.A.T.s*, X-titles, *Spider-Man*

Michelle Paszkiewicz
Age: 21 Sex: Female
3006 N. Allen Ave.
Chicago, IL 60618
Likes: *X-Men*, *WildC.A.T.s*, *Star Wars: Tales of the Jedi*

Kevin W. King
Age: 23 Sex: Male
4810 W. 95th St.
Inglewood, CA 90301
Likes: Super-titles, Bat-titles, Spider-titles

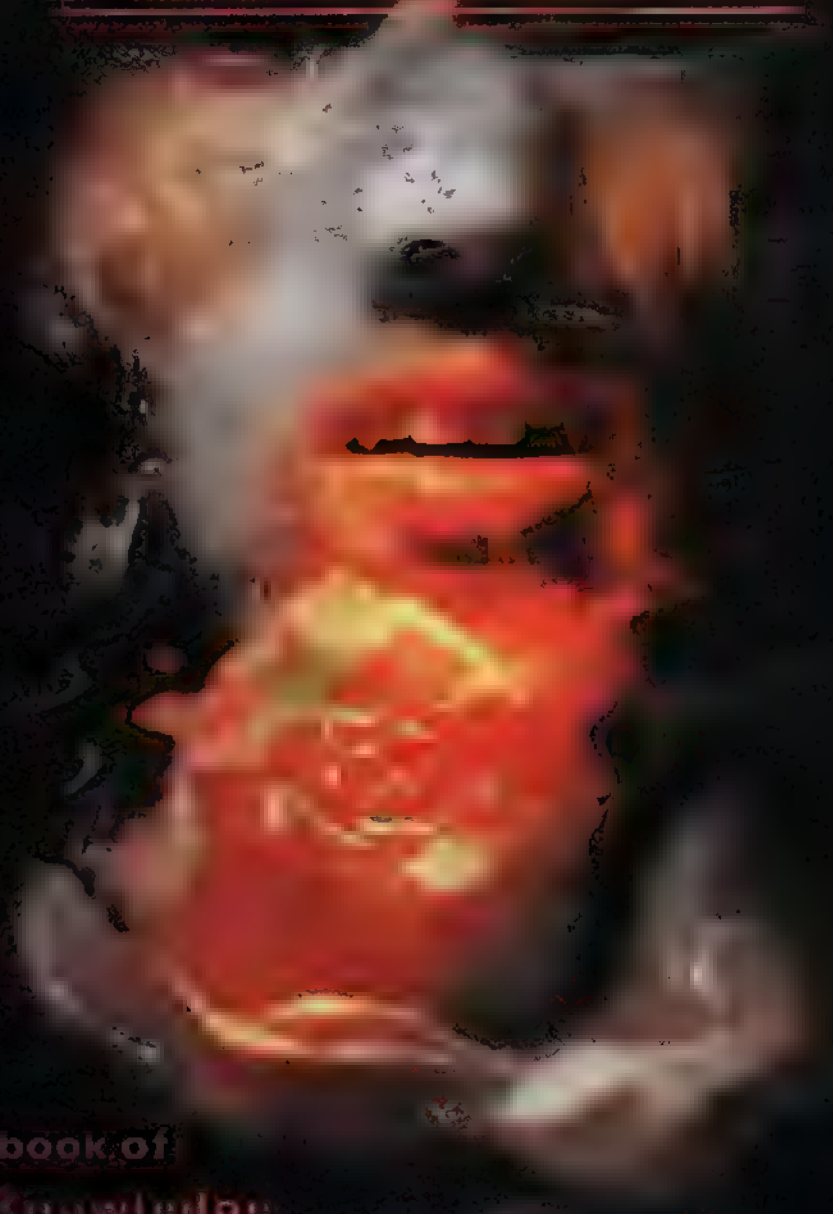
Jordan Pelt
Age: 15 Sex: Male
324 Margo Lane
Mc Minnville, TN 37110
Likes: *X-Men*, *Uncanny X-Men*, *Wolverine*

Victor Almodovar
Age: 16 Sex: Male
P.O. Box 47
New York, NY 10009
Likes: Superman books, Batman books, *Spawn*

Todd McFarlane photo by Al Ortega. Spider-Man ™ & © Marvel Entertainment Group.

Unlock the secrets of the Kindred...

DARKNESS UNVEILED



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magazine is distributed to south Asiatic countries like Pakistan. A lot of people go to a lot of trouble to keep up with your mag. Do you take part in the distribution process to other countries or is there an exporting authority that takes care of that?

Karam Elahi
Islamabad, Pakistan

I checked with our circulation department and they said that we sell an average of seven (no kidding!) copies of *Wizard* per month in Pakistan. Curtis Circulation, a large U.S. distributor, sells to Pakistani newsstands that carry English-language magazines. Your best bet for catching *Wizard* every month in a foreign country is to subscribe.

Dear Wizard,

I recently bought *Watchmen* #1-#12 for $10. They are in very good condition. Are they worth the 10 bucks I paid for them?

Onett Soriano
Passaic, NJ

Yep. *Watchmen* is one of the coolest comic stories of all time, and the collected trade paperback edition (which, barring an original cover, has no exclusives) carries a $16.95 cover price. You have done well, my son.

Dear Wizard,

How on Earth could Dazzler ever beat Galactus?

Jason Kafader
Corning, CA

I don't know. And you know what the worst part of all this is? In her first three issues, Dazzler took on (and bested!) The Enchantress, Dr. Doom and Galactus! That's quite the heavy-hitting line-up! And this was back when she was the blue-face-paint, roller-skating, disco-singing, little-light-creating Dazzler. What a crock. She should have a hard time taking on Paste-Pot Pete, much less the Devourer of Worlds.

Cross-dressing Encouraged!

We've been telling you for the past couple of months that the fourth annual *Wizard* Halloween Costume Contest is up and running, and unless you're some kind of unfun weenie that can't get into the spirit of things, you should be doing some heavy-time thinking as to what you're gonna dress up as. Heck, you can be anything: superhero/heroine, villain/villainess, science fiction character, cartoon character—whatever floats your boat. We're even springing for some awesome friggin' prizes! Like what? Like the best costume takes home an Aiwa stereo system (complete with CD player, speakers and all that other neato hi-tech stuff), along with CD movie soundtracks to *Halloween, The Exorcist, Friday the 13th, The Day the Earth Stood Still, Bram Stoker's Dracula* and *The Creature from the Black Lagoon*, paperback copies of top-shelf horror novels *Salem's Lot, It, Watchers, The Silence of the Lambs*, and even Edgar Allan Poe and H.P. Lovecraft collections (Hey, some of that highbrow readin' stuff can be pretty scary, too!), videotape copies of *Alien, John Carpenter's The Thing, Jaws, The Exorcist, Night of the Living Dead* and *Ernest Scared Stupid*, and heck, we'll even chuck in one o' them dimension-piercing Ouija Boards. There'll be some Runner-Up Prizes, too, but they all sorta pale in comparison to the Grand Prize, so we won't list 'em.

Anyway, here are the rules and stuff:

1) Dress up like anything you want—comic book character, video game character, something out of a book or movie, whatever (the more original your getup, the better your chances of winning).

2) The actual costume itself must be homemade, but you can add store-bought items to accent your outfit. For example, you can't go out and buy an Alien mask for your Alien costume, but you can use a real gas mask for your Golden Age Sandman costume, *comprende?*

3) Have someone photograph you in your costume (Polaroids will **NOT** be accepted!). Then write your name, age, full address and phone number on a small piece of paper, attach it to the back of the photo (don't write on the photo!) and send it to the address below. All photos must be color prints, and we suggest taking multiple shots with multiple poses, just in case some pictures suck. And remember that magic five-letter word: focus.

4) To be eligible to win, we must receive your photo by September 1, 1995, so you'd better move yer butt!

Send your entry to:
COSTUME CONTEST IV
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-0118

Derek Oswandel and Roger Baugh, aside from being two of the Empire's finest, were last year's second place winners.

Stormtroopers ™ & © LucasFilm Ltd.

Dear Wizard,

As we were sitting around the latest issue of *Wizard* drinking Rock-a-Dile Red Kool-Aid, we decided to send you our ideas for a Marvel/DC "shared history" crossover.

First, an evil clone of Jason Todd goes back in time to pick up a copy of *Detective Comics* #38 so he can see what a real Robin does. Unfortunately, Charles Xavier has picked up the last copy, so Jason gives him a vicious thrashing and Xavier dies. This allows Lex Luthor and Apocalypse to take over America. They use the Justice League of America to subjugate (that's an SAT word!) the rest of the heroes. Only the X-Men—led by Azrael—are strong enough to take on Luthor's forces, who are lead by the Horseman Holocaust (the Milestone version).

Meanwhile, Riddler and the X-Ternals are sent to steal the M'krann Crystal. They fail, and everyone starts experiencing temporal anomalies. Past versions of current heroes start to take over until Thanos drains the M'krann of all its power to charge the Ultimate Nullifier. He uses this to take over the universe and rid us all of those damn Legionnaires. Meanwhile, Guy Gardner gets in a tussle with Wolverine and forcibly removes his hand. Superman and Hulk have their own comic, which is one long fight scene from beginning to end, just like an average issue of *Badrock and Company*.

Finally, Galactus comes to Earth and consumes the planet. All the heroes are apparently dead, but it is revealed that the whole planet and everyone on it were clones created by the Jackal. The Jackal then gets his ass kicked from here to the Crab Nebula by Captain Kool-Aid, who appears out of nowhere. That's the end.

Steve Popovnak &
Geof Mudge
Mildenhall, England

Whoa! That's a good one. I don't know what they put in Rock-a-Dile Red Kool-Aid in England, but it sure sounds different than the mix we get here in the U.S. One question, though: where's Darkseid?

MACHINEWORKS

THE COUNTDOWN CONTINUES...

4

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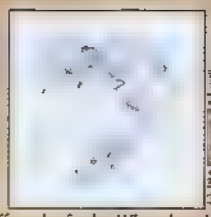
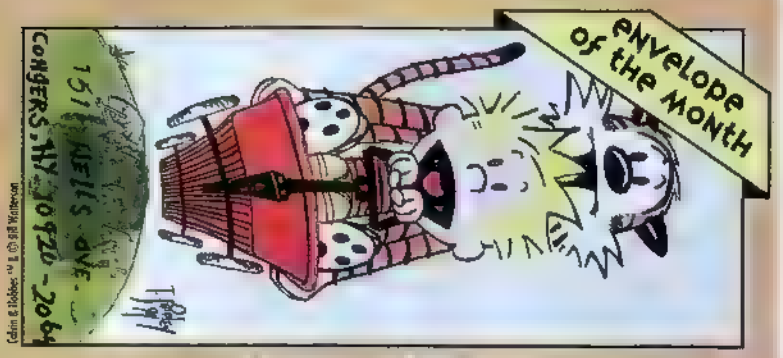
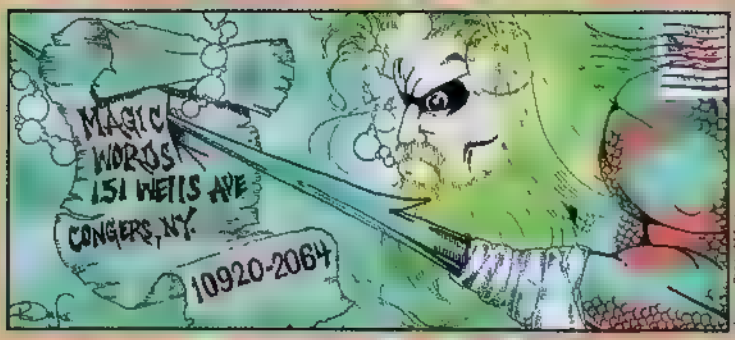
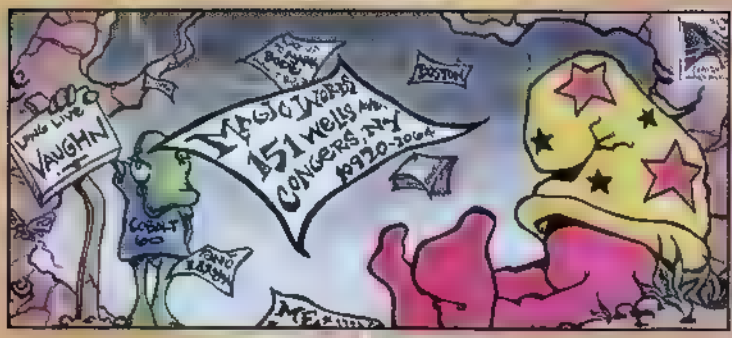


When you drop us a line, show us your drawin' skill! If it's good, we'll print it here, and *boom*, you'll be famous! Just think, as soon as your envelope gets printed, you'll become a household name and you'll start dating the likes of Mel Gibson and Catherine McCormack (or both, if you like). Fans who get their letter art printed will each receive an *Amazing Spider-Man* #400 signed by Stan Lee, *The Maxx* #7 signed by Sam Kieth, the issue of *Wizard* in which their envelope appeared signed by the entire *Wizard* creative staff, and a funky *Wizard* cap! The creator of the best envelope wins all that neat stuff, *plus* an original framed Joe Quesada sketch of the flamin' hot Ash! Thanks for the smokin' art, Joe! Artists: please include a clearly printed return address on the back of your envelope.







Dear Wizard,

Are there any plans to bring back the old Image title *WildStar*?

Troy R. Trucke
Anchorage, AK

Well, we called *WildStar* editor Bud Shakespeare and he said, "You bet your sweet bippy there are! We've got an ashcan slated for August and a new ongoing series that starts in September."

We like Bud. Actually, we like anyone who uses the word "bippy."

Dear Wizard,

I was wondering what it takes to be a comic book drawer

David Comstock
Kenmore, NY

Well, for starters, it would be nice if you were part of a whole chest of drawers. You could provide more storage space that way. You should, at the very least, be a desk drawer. Aside from that, you should be 6 1/2-by-10, which is standard comic book size. And since old Golden and Silver Age books are slightly larger, it would be nice if you were actually a few inches bigger than that.

Dear Wizard,

Accompanying *Wizard* #45 was a Dark Horse mini-comic, *Revelations* #1. If you look on the inside back cover, you see an advertisement for four Dark Horse publications, one of which is X #14. Is it just me, or is X-14 a bath cleaner?

Kyle Davis
Greencastle, PA

Yes, and now it's also an all-purpose kitchen cleanser, too! And look for *Adventures of Formula 409-Man*, coming soon from Dark Horse.

That's all the space we've got. See you next month,

Jim McLauchlin

Jim McLauchlin, who now takes care of promotions and publicity 'round these parts, probably knows more about sausage than anyone at Wizard Press.

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WIZARD NEWS
Compiled by Patrick Daniel O'Neill

FABIAN NICIEZA: Ex-X-Writer

Photo by Al Ortega

X-Men writer Fabian Nicieza is leaving his mutant friends this August.

If you were the writer on the number one comic book, just coming off a very successful storyline, connected to a mega-hit Saturday morning cartoon show and a fantastically popular toy line, there's just one thing you'd do. Quit.

Quit?

"I left for the reasons why people always leave titles like this," said Fabian Nicieza, ex-*X-Men* writer, whose last issue is *X-Men #45* shipping in August. "It's monetarily rewarding, but it's not creatively rewarding. It wasn't working for me, and I felt I had taken enough money and not had any fun.

"I was always thrilled with the opportunity to work in comics. I'd wanted to write comic books since I was a kid," Nicieza continued. "But I wasn't thrilled anymore, and I didn't like that."

So what is Nicieza doing for fun? He's finishing up the two-issue *Two-Gun Kid* limited series due out in early fall for Marvel as well as writing a Spider-Man series dealing with Peter and Mary Jane's preparations for their baby's birth, tentatively titled *The Last Spider-Man Story*, with art by Darick Robertson. In addition, he has committed to at least the first four issues of the new monthly *Captain Marvel* starring the Legacy character from *Silver Surfer* launching in October.

Scott Lobdell, writer of *Uncanny X-Men*, will script *X-Men* until #50.

"Fabian has been a primary mover in the X-Men Universe. I'll miss the give-and-take that took place working with him on a monthly basis," Lobdell said.

As of #51, *X-Men* will be under the attentive pen of Mark Waid (*Flash, Captain America*). "This is a very exciting opportunity," said Waid. "I hope to be a credit to mutants everywhere."

And just because Fabian is off a regular book, don't expect him to stray far from the X-Universe. "[X-Men Editor-in-Chief] Bob Harras called me about a week after I quit, and asked me to do a *Sabretooth* one-shot. I'm interested in doing special projects. I get along with all these people, and I would like to continue to work with them."

—Ruth Morrison

DARK KNIGHT, MAN WITHOUT FEAR to Meet

The world's greatest detective and the personification of blind justice will meet early next year as Marvel and DC team up to present *Batman/Daredevil*, according to its writer D.G. Chichester. As of press time, DC and Marvel neither confirmed nor denied the project.

Creative duties for this crossover fall on former *DD* creative team Chichester and artist Lee Weeks to formulate this close encounter of each company's major street-level crime fighter. Greg Wright (*Batman*) will color the finished product.

"The whole story has this duality thing going," Chichester said. "Two-Face has come to New York specifically to find Mr. Hyde, because he has need of him for his master plan. It's a dark twist on technology, instead of the usual drug lord, street gang, inner-city route used for these characters." Naturally, the deuce-obsessed criminal is pursued by his caped-and-cowled nemesis.

Daredevil's been through so many changes in recent years, Chichester was quick to note that the character appearing in this story will be the "classic" Daredevil: "The red, Wally Wood-designed suit, the billy club, Matt Murdock and Foggy Nelson working in the law office."

According to Chichester, plans call for *Batman/Daredevil* to ship in the first quarter of 1996

—Patrick Daniel O'Neill

Silver Age DC space hero Adam Strange hits rock bottom. "I will shoot fanboys for food," said fallen hero just before heading to infomercial audition.

Jesus tossed out of recent comic convention for making copies of Action Comics #1 from newspapers. "Hey! What's up? They loved it with the water-to-wine bit," said Savior of all Gentiles.

New exclusive distribution deals hurt small press companies. "Somebody, please read Sweatman #4 off my flabby back," pleaded left-out publisher.

Long-Awaited BATMAN: MAN-BAT Flies Into Comics Stores This August

Batman Man-

More bats for your buck in *Batman: Man-Bat.*

WILDSTAR Returns to Image in AUGUST

The two-year wait for a continued exploration of the characters and concepts of *WildStar* will end in August, when an ashcan version arrives in stores.

A. Gordon, writer and inker of the upcoming *WildStar* monthly, hopes that the ashcan will tease readers and rekindle interest. *WildStar* #1, which ships a month later, will feature two variant covers.

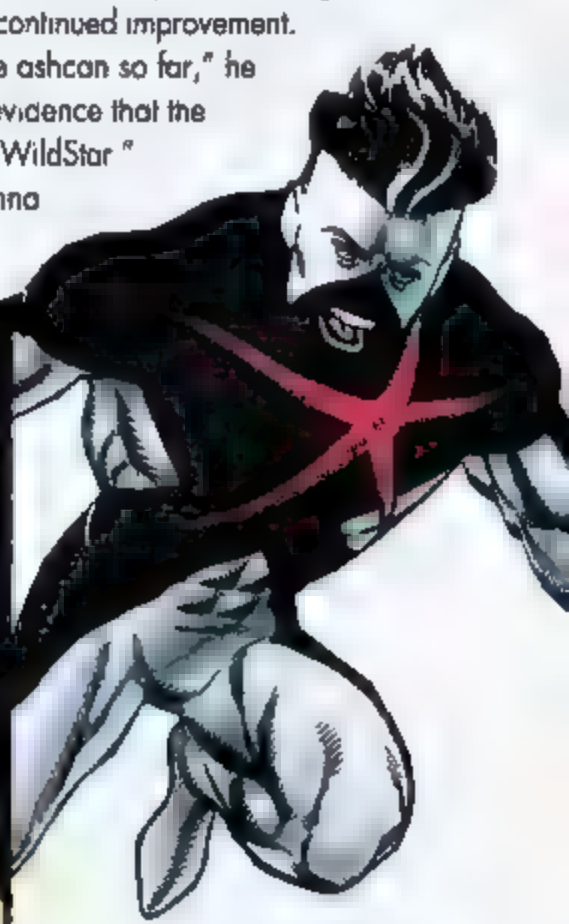
The original mini-series was promoted as a time-travel story during which the main character dies in the first issue and also touted fan-favorite Jerry Ordway's name as penciler

Gordon said, while Ordway is busy and not involved in any of the current WildStar plans, he does communicate with Ordway regularly regarding progress of the series, and that Ordway could return when his schedule permits. Gordon said that he has had time these past two years to think about the characters and the development of the monthly book, and that he aims to "keep an experimental twinge to the book—a 1960s *Forbidden Planet* mixed with *Aliens* and a bit of Superman."

Bringing over yet another Marvel penciler into the Image stable, Gordon has great confidence in Chris Marrinan's (*Nova*) work. Gordon will ink Marrinan's pencils as well as write the monthly.

With the comics market widely reported to have been on the skids recently, does the timing really seem right for the *WildStar* monthly? Gordon said that the market seems to just be turning around, and he is banking on the market's continued improvement. "Interest seems high for the ashcan so far," he said, "and that interest is evidence that the time is ripe for the return of WildStar."

—Henry Colonna



WildStar (above right) and his co-creators Al Gordon and Jerry Ordway (scowling in back)

WILDSTAR ™ & © Ordway and Gordon. Photo by Al Ortega.

Pros React To BATMAN FOREVER

According to *Wizard*'s nearly scientific study, virtually the entire danged comics community saw *Batman Forever* during its premiere weekend, helping it set a first-weekend box office record of $53 million that broke the record set by *Jurassic Park* two summer's ago. Here are some early reactions:

Marlo Alquiza (*Prophet*): I attended the Hollywood premiere and it was like the Academy Awards. I went to get popcorn, and ahead of me in line was Cindy Crawford. Then I went to the bathroom, and Wesley Snipes is beside me talking around me to Steven Baldwin. When I left, I bumped into Quincy Jones. They were all like regular people, and they were talking about the movie! The audience loved it, and I thought it was great. It never let up, and Val Kilmer makes a much better Batman than Michael Keaton."

Kurt Busiek (*Astro City*): "I'd rather see them try to adapt the source material than the medium—the medium won't translate. Emphasizing bright colors over character concepts and plot logic seems pretty contemptuous of the material to me. I kept checking my watch to see when it was going to end."

Peter David (who wrote the movie's novelization): "There were some fundamental weaknesses in the script that the direction and acting couldn't surmount. But they produced exactly the movie they set out to produce. They wanted to save the Batman franchise and make him more friendly than in the first two. *Batman Forever* is much more evocative of the TV show. The script also managed the amazing feat of taking Two-Face and making him one-note."

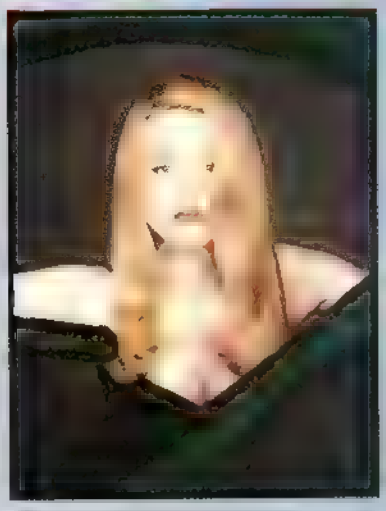
Dan Jurgens (*Spider-Man*): "It was pretty enjoyable, but I thought Val Kilmer was too wooden, especially as Bruce Wayne. To me, Michael Keaton had more of a twinkle in his eye. But Robin was a breath of fresh air. He showed how important Robin is to the legend of Batman. Without Robin, this movie would have been awful. And I loved the mention of Metropolis!" Jurgens also noted how much seemed inspired by the TV show: The hidden escape chutes, Riddler's gizmo, the Robin/Chase death trap, Robin's "holy rusted metal" line and the tilted camera angles. "Overall, it was a lot of fun and less claustrophobic than the first two."

Ron Marz (*Green Lantern*): "It was much better than *Batman Returns*, but it suffered from the same problem: It was eye candy. Visually, it was great, but the story was a mess. But it's probably as good as we can expect from a major Hollywood movie with huge licensing needs. It's a juggernaut."

Heidi MacDonald (editor, *Disney Adventures*): "The movie is really beyond good or bad, it kind of just happens. I felt like I'd been trapped in a pinball machine. Val Kilmer was the Batman of my dreams, the scenes of him plummeting, cape billowing, were excellent. For the first time, I actually got a sense of Batman's power and heroism."

Brian Pulido (*Lady Death*): "It was like being in an amusement park. It had killer camera moves, lighting, art direction and costumes. The cast was great. Nicole Kidman may make a good Lady Death, and Joel Schumacher can direct [an] Evil Ernie [movie] any time."

Alex Ross (*Marvels*): "I enjoyed the movie's look, it was very exciting and beautiful. The circus just blew me away, with the huge statues and everything. I was very entertained, but if I'd stopped to think about the plot, I'd have gone insane. The only negative is that the Batman movies



affect how the entire industry decides to make superhero films. They don't respect the material or realize that these movies don't have to be huge-budget epics. It could have been like *Batman: Year One* and been made on a shoestring budget, too."

Mark Waid (*Flash*): "I loved it. I haven't enjoyed a comics movie so much since *Superman: The Movie*. Sure, you have to turn your brain off at the door. But unlike the first two, this one had a plot, and I'm appreciative. I thought the Riddler's master plan was over the top and not something we'd do in a comic book, but chances are too great that you could go into a comic shop, throw a stick, and hit a comic with a sillier Master Plan. I'm going again, I liked it so much."

—Craig Shutt

All characters ™ & © DC Comics. Photos courtesy of Warner Bros.

MARZ's Big Plans Mean Leaving X-O

Ron Marz is cutting back his workload to include only one monthly book—DC's *Green Lantern*—so that he can work on several high-profile projects in the coming months. The biggest of those is his new baby, which was due in early July.

"The baby prompted my decision to leave *X-O Manowar* [with issue #50-O] and *StormWatch* [with issue #24]," he explained. "There was no real unhappiness with [*X-O*], and I remain good friends with Bart Sears and Andy Smith [*X-O*'s artists]." In fact, he has already developed plotlines that will run through issue #58. Having brought *StormWatch* into synch with WildStorm continuity as of #24, Marz decided it was a good time to take his leave of that book, as well. "I needed a break," he admitted.

Sears and Smith both are committed to *X-O* for the long term, said a spokesman for Acclaim Comics, but no replacement for Marz as writer had been named at press time.

Marz selected *Green Lantern* as his continuing project because "the monthly grind of two issues a month on *X-O* was too much for me to maintain," he explained. "But I've been very happy with my work on the book. I think we kicked the character in the butt and hopefully generated some interest. But I felt if I couldn't devote the required attention to it, I should move on."

Marz cut back because of two high-profile projects, one scheduled for release late in the year, another due in Spring 1996. Unfortunately, neither has been finalized, and Marz was reluctant to discuss details prior to receiving all approvals. Both, however, involve major characters that are sure to keep him in the spotlight.

Until then, he's focusing only on *Green Lantern* and fatherhood, which should be plenty. "Having a kid is going to make things funky," he admitted. "But I'm looking forward to it."

—Craig Shutt

Photo by J. Schaefer

Marz is cutting back his workload to spend more time as a daddy.

Go, Joe! Where? To Dark Horse!

After six months of speculation, Hasbro Toys has announced that its redesigned G.I. Joe line of action figures will have a comic book published by Dark Horse Comics this fall.

Hasbro's senior vice president of boys toys, Tom McGrath, said Dark Horse's track record of successful licensed properties, including *Aliens* and *Star Wars*, was a major factor in his company's decision. "They give the same attention to licensed properties as they give to their own line," he noted.

Though Dark Horse has yet to announce the creative staff or story concepts for the series, publisher Mike Richardson said, "We've got a host of high-powered creative talent anxious to participate in our relaunch of G.I. Joe."

G.I. Joe had been a popular comic book series from Marvel Comics throughout the 1980s. In 1994, Hasbro announced a major reworking of the toy line and discontinued its long association with Marvel.

That set off a round of negotiations with other publishers. In mid-1994, Image Comics co-founder Rob Liefeld announced that his Image studio Extreme Studios had secured the Joe license, although by October 1994, it was clear that no deal had been consummated.

Neither Hasbro nor Dark Horse would comment on the character designs or the story line being prepared for the relaunch.

—Patrick Daniel O'Neill

COMPANY UPDATES

AARDVARK-VANAHEIM
Cerebus art teamsters Dave Sim and Gerhard continue their Cerebus tour, this time hitting the windy city of Chicago at the Independent Comics Expo (or ICE for short). Joining them on August 12, at the Radisson Hotel at O'Hare Airport, are Steve Bissette, Evan Dorkin, Jim Valentino and a slew of others.

AC COMICS
August's release of *Femforce* #87 marks the 10-year anniversary of AC. In celebration, *Femforce* is offering a regular $3.50 version of the issue and a signed 10th Anniversary Special Edition for $10....August also launches the company's ballyhooed "Countdown to 100," as *Femforce* reaches the centennial milestone.

ACCLAIM COMICS
Ninjak will go on temporary hiatus in July and will return this fall as a three-issue mini-series: *Ninjak: Way of the Shadow Warrior*, written by Mark Moretti and penciled by Bernard Chang. *Magnus: Robot Fighter* will go on hiatus in October to return as a four-issue mini-series written by Keith Giffen....For its Armada imprint, Bill Sienkiewicz will write and pencil the four-issue sequel to *Magic: The Gathering—Antiquities War* starting in early '96. Also, a one-shot *Homelands Special* will ship in October written by Dan Chichester and painted by Rebecca Guay. Cover by Greg and Tim Hildebrandt.

ARCHIE COMICS
The landmark *Hanna-Barbera Presents* #1 brings Atom Ant and Secret Squirrel together for their first team-up in history. It ships in late August, and includes solo stories for each hero, in addition to their team-up adventure.

FEMFORCE™ & © AC Comics

BLACKOUT COMICS
Blackout Elite, a new horror comics imprint, sees *The Death of Lady Vampré* one-shot in August, with flip covers by Gene Colan and Mike Mignola....In December will be the imprint's new vampire series *Jugular*....In February, Blackout Elite will release *Gothic Mansion*, a horror anthology.

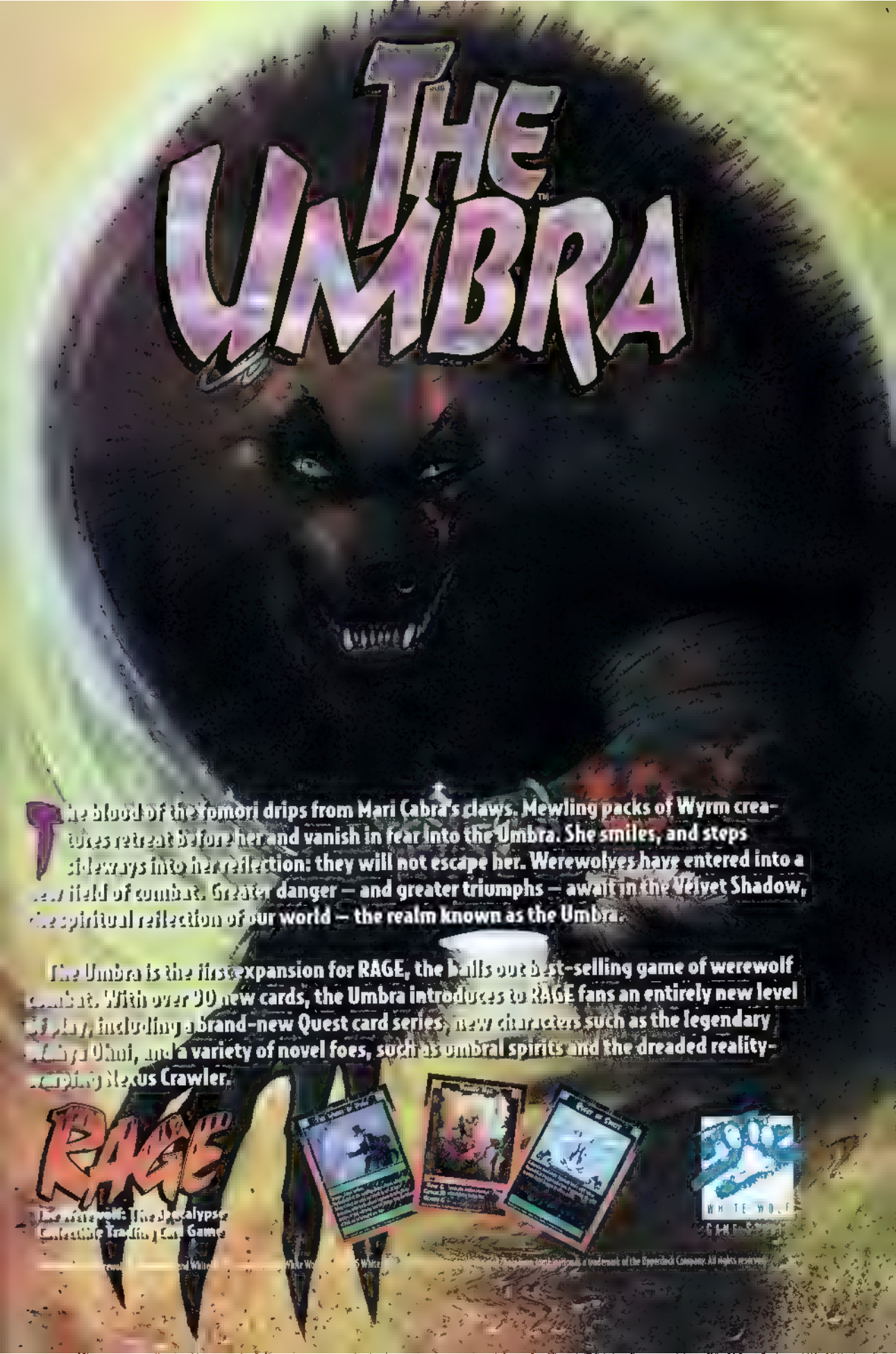
BONEYARD PRESS
X-Men Adventures and *Punisher War Journal* artist John Hebert will be adding his penciling/inking skills to *Bill the Bull* starting with issue #3, shipping in August.

BONGO COMICS
August's *Simpsons Comics* #11, which begins the title's monthly status, has Ned Flanders go psycho. Can Bart, Lisa, and Ranier Wolfcastle stop him? This issue also contains an Old West story starring Grampa Simpson.

CALIBER PRESS
August's *Inferno* #1, about the inhabitants of an enormous city made up of parts of every Earth city that ever existed, begins the latest title in Caliber's New Worlds imprint. This August release is only $2.95 for 48 pages....On the regular Caliber side in August, *Negative Burn* #26 includes a new "Alan Moore Songbook" installment and a special new short of the "Palmer's Pick" *Very Vicky*.

CARTOON BOOKS
August sees the release of the *Complete Bone Adventures Vol. 3*. This trade paperback reprints issues #13-#18, as well as the short

Continued on page 24


THE UMBRA™
The blood of the Tomori drips from Mari Cabra's claws. Mewling packs of Wyrm creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger – and greater triumphs – await in the Velvet Shadow, the spiritual reflection of our world – the realm known as the Umbra.
The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.
RAGE
The Werewolf: The Apocalypse Collectible Trading Card Game
WHITE WOLF

SAM AND MAX Collect Themselves

The [illegible] one of the oddest crime-fighting teams in comics [illegible] Sam and the "hyperkinetic rabbity thing" Max, [illegible] in a single volume this fall from Marlowe & Company [illegible] Steve Purcell's hard-boiled anthropomorphic cops have [illegible] published by Comico and Marvel Comics. Epic [illegible] currently appear as a series of one-page strips in the [illegible] catalog.

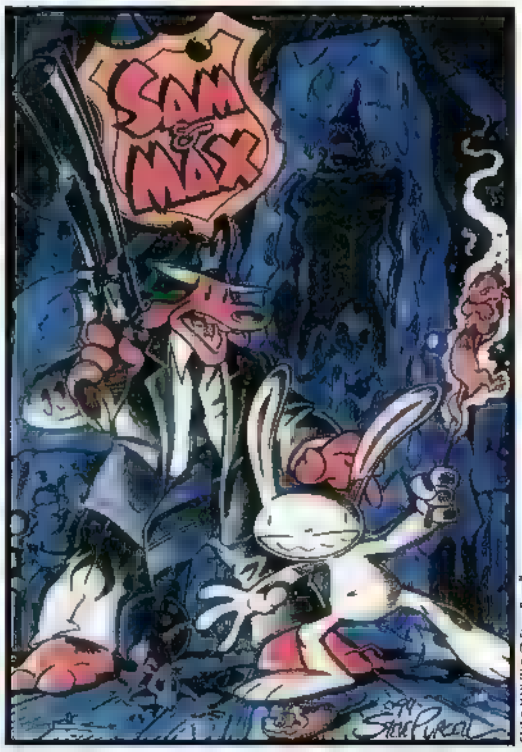
[illegible] in charge of an development at LucasArts. This will mark the [illegible] of the pair's adventures have appeared in one volume.

[illegible] who has done a new cover for the edition, said he decided [illegible] the Marlowe offer because "I've always had the frustration [illegible] asking, 'Where can I get your comics?' and Marlowe [illegible] the intent of collecting everything, which was [illegible]. They were enthusiastic about getting the book into [illegible] bookstores that carry collections."

[illegible] as a children's book for adults. The activity [illegible] things like that are the stuff I would enjoy in comics as a [illegible] is geared to an older audience. I'm always [illegible] describing the premise. It's a dog and a rabbit and they [illegible] as a [illegible] police.

[illegible] Sam and Max will ship in September in three editions [illegible] at $12.95, a hardcover at $22.50 and a signed [illegible] at $5[illegible].

—Patrick Daniel O'Neill



SAM & MAX ™ & © Steve Purcell

Hey, where else are you gonna find a weasel on a stick?

Continued from page 22

stories that ran in *Disney Adventures Digest* and *Wizard's Bone* #13 1/2. All for $12.95!

CHAOS! COMICS

September ushers in Chaos!'s "Fall of Fear," which is cornerstoned by *Chaos! Quarterly*, an anthology series spotlighting several Chaos! characters. The 48-page #1 includes a Lady Death story by Brian Pulido and Steven Hughes (which is a prologue to her next mini-series, *The Odyssey*), plus Purgatori, Cremator and Bedlam tales by various creators. Chaos! celebrates this new title with a beautiful, 24-by-36-inch Lady Death poster of the *Quarterly* #1 cover illustration, painted by Julie Bell, and going for $5.95.

CLAYPOOL COMICS

"To Badly Go..." is the title of *Soulsearchers and Company* #14's story, a parody of *Star Trek: Voyager* in which the Soulsearchers have to guest-star on a *Voyager*-like show to avoid a lawsuit. This issue, plotted by Peter David and Richard Howell, ships in October.

COMICO/NORTHSTAR

Each of Comico's August releases will contain rare variant cards from the company's *Chrysalis: Borne of the Supernature* collectible card game. Every copy of *Elementals* #1 comes bagged with one of five different cards, and every *Oblivion* #2 ships with one of two cards. Each book also contains a special coupon; you can send the company five of these coupons, plus the one found in the *Chrysalis* Starter Deck, for a free Promotional Starter Deck.

CRUSADE COMICS

Artists George Pérez, Don Jurgens, Jim Balent, Marc Silvestri and Steven Hughes have joined the all-star line-up contributing depictions of Shi to Book Two of the *Shi: Senryaku* mini-series, shipping in October. Books One through Three will be collected into a hardcover volume, set for December release—just in time for the holidays!

DARK HORSE COMICS

Upcoming creators to be showcased in *Harlan Ellison's Dream Corridor* are Peter David, Mike Deodato Jr., Neil Gaiman, Neal Adams, Mike Grell, Paul Chadwick, Rags Morales, Richard Corben, Tony Isabella, Gene Colan, Steve Rude, Faye Perozich, Jan Strnad and others. Also, check out Harlan's first letter column in #5, shipping in August.

DC COMICS

Aqua-artist Jim Calafiore will handle the penciling chores for *Aquaman* #15, rounding out his every-five-issue appearances. (He also did #5 and #10.)

EENIEWEENIE COMICS

Eenieweenie's own Hoon, Inkblot, Man-Myth and the Good Nazi are teaming up with artist and Crusade Comics Publisher Bill Tucci and his character Shi for a fantastic adventure. The two-part story begins in the back of *Shi* #7 this August, and finishes in *Funnytime Features* #7, which hits the stores in September. Tucci will also be helping out with the cover to *Funnytime Features*.

FANTAGRAPHICS BOOKS

Girltalk #2 features the works of some of the hottest and newest female creators to hit the alternative scene, including Fiona Smyth, Sabrina Jones and Ursula Osteen. The $3.95 anthology ships in August....*Life in Prison*, shipping in August for $3.50, tells the true tales of three inmates—Berris Simpson, who staged a concert in jail; Sean Keating, small-time drug dealer heading towards gangsterhood; and Mark Sperandio and his "lizard brain." All of 'em are for mature folks.

FIASCO COMICS

Megaton Man is sick and tired of being

SHI ™ & © William Elliott Tucci. FUNNYTIME FEATURES ™ & © Eenieweenie Comics.

Continued on page 26

MEET YOUR NEW NEIGHBORS!

MARS ATTACKS®

COUNTERSTRIKE

HUMANITY HITS BACK STARTING AUGUST 1995

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In Memoriam: FRIZ FRELENG, 1906-1995

Long-time Warner Bros. animation director Isadore "Friz" Freleng—noted for helping to develop Bugs Bunny and creating Bugs' nemesis Yosemite Sam—died May 26 in Los Angeles. He was 89.

In his 33 years at Warner Bros., from 1930 to 1963, Freleng helped in the development of the roscally rabbit, as well as Daffy Duck, Sylvester and Tweety, Porky Pig and Speedy Gonzalez. Four of his Warner cartoons won Academy Awards: "Tweety Pie" (1947); "Speedy Gonzalez" (1955); "Birds Anonymous" (1957); and "Knighty Knight Bugs" (1958). He won another Oscar for the Pink Panther cartoon, "The Pink Phink," after the Warner Bros. studio closed.

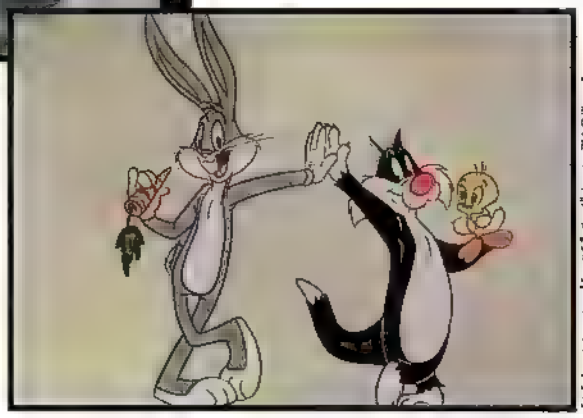
It was often joked that Friz Freleng was at the Warner Bros. animation studio from the day it opened until the day it closed in 1963...and for several years thereafter. The truth lies in the fact that Freleng joined with producer David DePatie to form DePatie-Freleng Enterprises, working out of the old Warner studios. It was there that they worked on the successful Pink Panther series of shorts, as well as numerous other animation projects, including a 1978 version of Marvel's Fantastic Four.

Freleng admitted to a resemblance to the minuscule, hot-tempered, blustering Yosemite Sam, saying, "I have the same temperament; I'm small, and I used to have a red mustache."

Many of Freleng's friends, co-workers and colleagues attended the funeral, including rival producer Joe Barbera, voice artist June Foray (who voiced Granny in the Tweety cartoons), Warner animation president Jean MacCurdy and fellow director Chuck Jones.

—Patrick Daniel O'Neill

Friz Freleng (left) with some of his old friends, from left: Bugs Bunny, Sylvester anf Tweety.



Friz Freleng photo courtesy of Everett Collection. All characters™ & © Warner Bros.

Continued from page 24

compared and confused with that other big blue super-buffoon, the Tick. This September, in *Bizarre Heroes* #13, creator Don Simpson pokes some fun at Ben Edlund's insectile creation.

FOUR COLOR IMAGES

The show "Modern Gods: A Summer Showcase" runs from June 18 through mid-August at the New York City gallery. The show is dedicated to comicdom's most colorful heroes and villains. Artists include Alex Ross, Joe Jusko, Sam Kieth, Bill Sienkiewicz, Dave Dorman and many more.

HARRIS COMICS

The Rook #1 begins Harris' newest addition to its superhero line in August. Written by *Vengeance of Vampirella*'s Tom Sniegoski and pencilled by hot Vampi artist Kirk Van Wormer, the covers to the first two books in this time-travelling hero's series will be by *Hellboy*'s Mike Mignola.

IMAGE COMICS

• Extreme Studios

The new Youngblood roster—which was chosen by fans in the Youngblood Membership Drive listed in *Team Youngblood* #18—takes the reigns in *Youngblood* #1 ($2.50), shipping in September. Written by Rob Liefeld and Eric Stephenson, pencilled by Roger Cruz (*X-Men Alpha, X-Men Omega*) and inked by Danny Miki, this marks Cruz's Youngblood debut....Wizard welcomes Laura Stone as Extreme's director of licensing. She'll be handling licensing acquisitions and major merchandising like toys and trading cards. Good luck, Laura!

• Highbrow Entertainment

Gen13's radical, skate-boardin' dude Grunge makes a guest appearance in *Deadly Duo* #3, shipping in August.

• Shadowline, Ink

Jim Valentino journeys into space again for the first time since his work on *Guardians of the Galaxy*, with the new ongoing series, *The Alliance* #1. The title, which tells the tale of a group of superheroes fighting to free an enslaved planet, ships in August.

THE ROOK™ & © William Dubay

• WildStorm Productions

Debuting in August is the four-issue mini-series *WildStorms!* (Hey, any title with an exclamation point in it has gotta be good.) This anthology, which retails for $2.50, will spotlight certain WildStorm characters as viewed by a number of different creators, including Walter and Louise Simonson, Mike Zeck and others....Ron Marz and Terry Shoemaker contribute to the three-issue *Zealot* mini-series beginning this August for $2.50. Each issue sees the WildC.A.T.s' deadly Zealot and her mysterious adversary in a different time period, including ancient Greece and feudal Japan.

KITCHEN SINK PRESS

Writer John Wagner (*Judge Dredd*) and artist Arthur Ranson (*Batman: Legends of the Dark Knight*) present a tale of hired killers in the English countryside, in *Button Man: The Killing Game*. This 96-page issue, which collects the full-color tale from *2000 A.D.*, ships in August for $15.95.

LIGHTNING COMICS

August's Bloodfire/Hellina crossover returns Lightning's books to full color, and Bloodfire to the company's line-up. This $3.00 #1 issue has the heroes team up against Slaughter House.

LONDON NIGHT STUDIOS

The *Razor: Burn* series continues on with issue #6 in November, which begins the long-awaited origin of Razor story that was supposed to run in *Razor: Uncut*, so that this important epic can be in full color. The black-and-white *Uncut* series goes on hiatus with #15.

Continued on page 28

A BLAST FROM THE PAST.

X-O MANOWAR. IN AUGUST.

53 & 54: COSMIC TURF WAR. X-O VS. ALIENS.
BY BART SEARS, RON MARZ, & ANDY SMITH.

©1995 Acclaim Comics, Inc. X-O MANOWAR is TM & ©1995 Acclaim Comics, Inc.

IMAGE Prognosticates with Extreme 3000

The future of Image Comics begins in August—and it's only 1,005 years early.

The world of Extreme 3000, created by Rob Liefeld, affects the yet-to-be in the continuity of *Prophet*, *Youngblood*, *NewMen* and *Supreme*. In this future, the western hemisphere is under martial law and policed by the fearsome Youngblood. The century-old Youngblood member Badrock, having discovered that his stone body neither ages nor can be destroyed, returns to the present with a faction of the dictatorial and hundreds-strong Youngblood Squadrons to stop a galaxy-destroying war against the Katellan race that, if not stopped, will alter the Earth's future forever. Manhattan and other New York cities have been converted into massive prisons, much like in the film *Escape From New York*, which spokesman Matt Hawkins said "very much inspired Rob in creating Extreme 3000."

Extreme 3000 is by no means to be mistaken with [Marvel Comics' Marvel 2099 [line of titles]," said Hawkins, Extreme Studios' director of marketing. "These four books [*Newmen 3000*, *Prophet 3000*, *Supreme 3000*, *Youngblood 3000*] form the nucleus of the Extreme 3000 Universe and will present readers with a tight, consistent world and define the look for the Image Universe in the distant future."

The series will launch with the *Extreme 3000 Prelude*, a collection of short, six-page stories formatted much like *Extreme #0*. These stories will introduce the major players and concepts of Extreme 3000, followed by the individual title debuts in September.

Gary St. Lawrence

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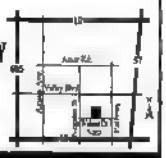

For MORE INFO Call: Jim
Monday or Friday - 9am to 4pm
(909) 594-7492

Continued from page 26

MALIBU COMICS

As a part of the "Black September" event, *The All-New Exiles #∞* (Infinity) debuts that month, pairing ex-Marvel Universe villains such as Juggernaut, Siena Blaze and Reaper, along with Ultraverse mainstays Amber Hunt, The Strike (formerly Warstrike) and Shuriken.

MARVEL COMICS

Instead of running through *Iron Man*, *War Machine* and *Force Works*, the Century story slated for August will be contained in a 48-page Century one-shot. This is still to be drawn by Jim Calafiore.

MAXIMUM PRESS

Risk #1 (of 2) ships in September. First introduced in *Extreme #0*, Risk battles against dark forces and encounters the ultimate confrontation, with Furious.

MILESTONE MEDIA

All of Milestone's September-shipping books, which include *Hardware #33* and *Blood Syndicate #32*, will have covers by Howard Chaykin (*American Flagg!*).

MIRAGE STUDIOS

It's family reunion time in *Teenage Mutant Ninja Turtles #12*, when Raphael finally meets up with his brothers and a surprising ally—a Triceraton. This amphibious issue, which retails for $2.75, ships in September.

NOW COMICS

NOW Comics has announced that it has "temporarily suspended publication" of its line of comics. According to editor Joan Weis, NOW will completely publish the solicited three-issue *Syphons: Sygate Strategem*. There are no definite plans for the company's licensed product, The Green Hornet.

PENTHOUSE COMIX

Omni Comix #3 features the art of Alan Davis, Mark Texeira, Paul Gulacy, Terry Austin and Dave Gibbons, plus the return of Wally Wood's T.H.U.N.D.E.R. Agents. This $4.95, 112-page issue ships this August.

TEKNO•COMIX

Artist Art Adams has been tapped to be the cover designer and penciler to *Primortals*, starting with issue #13 in November....Crime novelist Wendi Lee writes the second story arc to Neil Gaiman's *Lady Justice*, starting in issue #4, this August....Mickey Spillane's *Mike Danger*, originally solicited as a six-issue mini-series, will continue as an ongoing monthly title....Congrats to Ed Pelgardy, who's been promoted to Editor-in-Chief and will be overseeing the entire line of Tekno books!...Tekno was also awarded Best New Publisher of 1994 by Diamond Comics Distributors. Good goin'!

TOPPS COMICS

Shipping in September is the first issue of the bi-monthly *X-Files Comics Digest*, with all-new art and story, in the smaller 96-page digest format (similar to *Disney Adventures*). The creative team will be that of the ongoing X-Files comic: writer Stefan Petrucha, artist Charles Adlard and cover artist Miran Kim....*The Barbi Twins Swimsuit Comic Art Calendar #1*, due in September, has the modeling twins rendered by the likes of Adam Hughes, Julie Bell, John Byrne, Joe Linsner and others.

WARP GRAPHICS

Wendy Pini's artwork will be on display in San Diego at the Circle Gallery of Art, located at 2501 San Diego Avenue (Old Town) on July 30 starting at 4 p.m. The Gallery can be reached at (619) 296-2596. The exhibit will also be previewed on Saturday, July 29 at the San Diego Comic Convention held at the San Diego Convention Center....Getcher very own Elfquest Timeline Poster detailing the main events in the li'l pointy-eared freaks' history. The posters will be bound into every Warp book shipping this August....Congrats to Warp Graphics and Video Impact Productions, which won Telly Awards in the categories of non-broadcast video production, animation and music, for their "Magic For All Ages" promotional Elfquest video.

WCG COMICS

WCG Publisher Randy Reynaldo, of *Adventure Strip Digest* fame (see Wizard News, *Wizard #42*), has been awarded a grant from The Xeric Foundation. The foundation assists select comic book creators who self-publish their work. Congratulations!

SMALL PRESS OUTTAKES

Blaming a slumping market and an unresponsive fan press, Moerdam Comics announced that it will cease publishing operations for at least a year. The company formerly published as Substance Comics and planned to release *Faerie King*, which it has scrapped....In August, with issue #7 ($2.75), Patchwork Press' *OZ Squad* goes back in OZ history on the Doomed Train of Mystery.

JUSTICE IS ETERNAL. IT'S JUST THE WEAPONS THAT CHANGE.

ETERNAL WARRIOR. IN AUGUST.

45 & 46: BAD MOON RISING. ETERNAL WARRIOR VS. WEREWOLVES.
BY WRITER JOHN OSTRANDER.

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CONAN VS. RUNE

Malibu Comics announced a *Rune vs. Conan* one-shot due in September to be written and drawn by Barry Windsor-Smith, the original *Conan the Barbarian* artist, whose career was launched when the Marvel Comics book appeared 25 years ago.

In *Rune vs. Conan*, Rune comes to Earth for the first time and meets Conan. The story will be part of a three-issue arc that crosses into the current Marvel series, *Conan* #4 and *Conan the Savage* #4.

Rune and Conan are distinctly different genres, but Windsor-Smith says he had no problem combining the heroics of Conan with the horrors of Rune. "If this was back when I was [drawing Conan] 25 years ago, we wouldn't get past the splash page with the Comics Code Authority. I'm doing Conan now as I used to do then, only somewhat more sophisticated.

"Easily, 50 times in the past 20 years I've been asked to draw Conan again. And I'd say no," the artist said. "I can't believe it...25 years later I'm drawing this man again. It's like going home again."

Although nostalgic, Windsor-Smith doesn't plan to return full time to Conan. "I don't want to do it forever, I'm just doing a one-shot."

—Buddy Scalera

Barry Windsor-Smith returns to his savage friends this September.

CONAN ™ & © Conan Properties, Inc. RUNE ™ & © Malibu Comics Ent.

UP & COMING

KYLE HOTZ

When Kyle Hotz was starting out, his dream was to be in a position of having more than one project going at once. But time passes and, for Hotz, attitudes change.

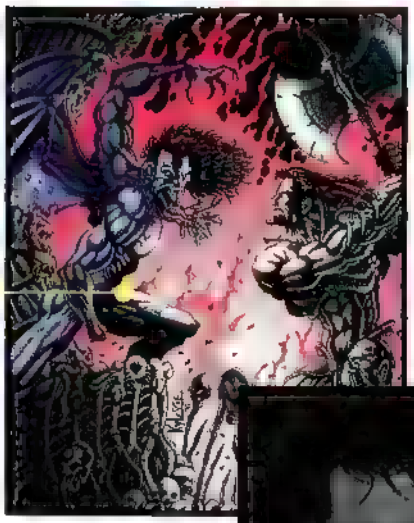
"I used to love the idea of going back and forth between projects," he sighs, "but now I wish I just had one thing I could be devoting all my time to."

Fat chance of that happening, for while the 24-year-old Hotz is currently putting the finishing touches on July's ***Curse of Rune* #3** for Malibu Comics (a series he's the regular artist on), he is contemplating "some horror stuff for Kitchen Sink [Press]," and awaiting a future that includes the *Venom Super Size Special* for Marvel Comics in June and a Night Man/Wolverine crossover for Marvel and Malibu available this summer. The workload is part and parcel of a drawing style that Hotz concedes comes from recognizable lineage.

"I feel that I have a style that's particular to me but that also has a long history behind it," he explains. Despite citing horror gurus Sam Kieth, Kelley Jones and Berni Wrightson as artistic influences, Hotz believes his art "is unique enough. I do a lot of detailed stuff that's kind of crazy, and I think my stuff depends more on mood and lighting than big guns."

Hotz was born and raised in Cleveland, where his father supplied him with a steady stream of Spider-Man and Batman comics. "I wanted to get into comics at a very early age but I didn't know if I could do it, so I let it go by the wayside."

Hotz entered college to study sports medicine, but switched majors to graphic arts after the first year, soon rekindling his interest in comics. He also received some professional encouragement from a highly placed source. "I had the good fortune to meet Armando Gil, one of my all-time favorite artists, who basically encouraged me to the possibilities that I would be able to do comics."



Following graduation, Hotz, armed with a graphic arts degree and what he describes as "a weak portfolio," hit the convention circuit and "started showing my stuff."

Hotz reluctantly recalls that his first pro sale "was inking a couple of issues of *Speed Racer* for Now Comics. I felt I did a lousy job." He moved to another publisher, Northstar, where he illustrated three issues of *Cold Blooded* and four parts of *Burn* before getting a call from Steve Englehart to join him at Malibu on *The Night Man* #4-#10. He managed to sandwich in *Doctor Strange Annual* #10 for Marvel before biting at the opportunity to do *Ghost Rider 2099* #6-#12.

"Then I went back to Malibu and did a couple of issues of the *Lord Pumpkin* miniseries before I was invited to work on the revamped *Curse of Rune*. It was intimidating, especially following on the heels of what [artist] Barry Windsor-Smith had done on *Rune*, but I bit the bullet and did it."

Hotz doesn't have a dream project at this point, but he definitely has some idols with whom he'd like to team up. "I'd really like to work with [*The Crow*'s] James O'Barr, and I like [writer] Mike Baron. I'd also like to work with [artists] Kelley Jones and Mark Farmer."

Hotz is humble regarding the fact that some segment of the comic book industry would consider him a star on the rise. "All I'm doing is trying to live up to the talents of the people I really admire. I'm just going to keep doing it, and just hope that people like what I'm doing."

—Marc Shapiro ★

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HUNT OR BE HUNTED.

TUROK. IN AUGUST.

35 & 36: BACK TO THE STONE AGE. TUROK VS. CAVEMEN.
BY TIMOTHY TRUMAN AND AARON LOPRESTI.

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Steady Costumer

Uncanny X-Men penciler Joe Madureira talks about redesigning the X-Men—who will get new looks and which characters he absolutely won't touch

***Uncanny X-Men* penciler Joe Madureira is realizing a fanboy's dream.**

Not only is Marvel's 20-year-old *wunderkind* the hot artist on one of the industry's hottest titles, he's just gotten the go-ahead to begin developing his own vision of these pop culture icons.

"I mentioned to Bob [Harras, X-Men Editor-in-Chief] awhile back that I'd like to give the characters a new look, and he agreed to consider whatever I come up with," he says, "although he wants to do it gradually, not make a big splash like 'The New X-Men Are Here!' or anything like that. It starts in [August's *The Uncanny X-Men*] #325, where Colossus is back and wearing sort of a modified costume, but basically all I'm doing right now is messing with everybody's hairstyles and little things like that. As soon as I get some time to do the new designs and get Bob's approval, I'll begin working them into the book."

Madureira is taking a conservative approach because of editorial fiat. If he had his own way, though, the revamped X-Men would take on a very different look.

"I'll tell you, I'm so heavily into Japanese comics [i.e., manga] and animation right now that I would just love to go totally all-out in that style on the book. I am bringing some of those influences into my work, but I have to hold back because the full manga look is maybe too cartoony for the title—but it's what I'd really like to do."

That door may not be as locked and shut as the artist believes, according to Harras. "Joe's artwork today, if you'd have shown it to a lot of people just two years ago, they'd have said it was too cartoony. Just as costumes and characters evolve, I believe that individual comics have to evolve as well. Who knows where we'll be in both art and story a few years down the road?"

A fanboy's dream? You bet.

by Jack Curtin • photos by Gabe Palacio

From Homework to Hotshot

At the age of 16, Madureira began paving a road to the X-Mansion. A student at the High School of Arts and Science in Manhattan, he received an internship job working at Marvel part-time. "I wasn't doing anything artistic," he admits, "just slave labor, like doing Xeroxes and passing stuff around from office to office."

Behind the scenes, though, he did what he always did: he practiced drawing. During his internship he met associate editor Mark Powers, who introduced him to editor Terry Kavanagh, who was impressed enough with Madureira to assign him an eight-page Northstar story which ran in *Marvel Comics Presents* #92. "I was very fortunate," he reflects. "I was 16 years old."

Kavanagh liked what he saw in those first pages enough to assign three more to the young artist. The first Madureira work to actually see print was the second story he drew, a Mojo tale in #89. He also did Puck and Mirage stories and several back covers for the bi-weekly anthology.

By the time he turned 17, high school senior Madureira was, for all intents and purposes, a working comics professional. He did *Excalibur* #58 and #71 and the cover to Marvel's *Excalibur vs. the X-Men Special* for Kavanagh, and then, to his astonishment, was assigned to pencil the first *Deadpool* mini-series in 1993. "That was probably the thing that established my career," says Madureira. "Deadpool was a pretty hot character at the time. I was drawing that and finishing high school at the same time. I'd come home, do my homework, then work on the book. I look back on a lot of that stuff now, and it's just so horrible, but at the time I was just blown away by the whole thing."

Madureira's work on *Deadpool* caught the eye of Image Comics co-founder Erik Larsen, who offered him *Vanguard* #3, which he accepted.

While the *Deadpool* series was edited by associate editor Suzanne Gaffney, the editor who arranged the assignment was Bob Harras. Somewhere back in those now blurry but oh-so-exciting early days–Madureira remembers–Harras came over to him in the office one day and said, in effect, "You're going to work for me when you get out of school." Following Madureira's brief Image outing, the X-editor set out to make good on that prophecy.

"I was impressed with Joe's work from the first time I saw it," Harras recalls. "The only reason I didn't give him work right away was that I wanted him to finish school. I didn't want him to think, 'Oh, I'll quit school and have a career in comics.'"

What caught his eye, Harras says, was "the bounciness of the artwork, the way the characters looked both fun and interesting. There was just something I liked about it." Admitting he sees a touch of comic vets Art Adams and Michael Golden as artistic influences, Harras continues to say Madureira "had a unique take on the characters that I found interesting. I could see some of his influences, but overall it was a fresh approach."

Marvel and characters shown ™ & © Marvel Entertainment Group

Scenes from "The Age of Apocalypse"

"Bob started talking with me about doing *X-Force*," remembers Madureira, "and I was pretty excited, but then he assigned me a fill-in issue on *Uncanny X-Men* and I was like 'Wow!' I think J.R. Jr. passed Rom to Joe then the regular artist on the title was doing a lot of other stuff at the time and so it turned out they needed more fill-ins. I did #312 #313 and #316-#317, and then Bob offered me the book full-time. The way it worked out, the four *Astonishing X-Men* issues I did as part of the 'Age of Apocalypse' [storyline] were the most in a row I've done. There have been some fill-ins since then, because I got behind. But I'm working on #325 now, and I'm going to work really hard to stay on schedule and not miss any deadlines."

If keeping the schedule has been a bit of a problem early on, Harras feels the results are worth the struggle. "When Joe's pages come in, all is forgiven," he says. "Look, everybody misses deadlines sometimes, that's just the way it is. But this is a very, very talented artist and the quality of his work speaks for itself. My dream is that Joe can do 12 issues of *Uncanny* in a row, and that's his dream, too. We'll work on it, and if it doesn't happen, well, that's just the way it goes."

Designing X-Men

Now that he's been given the OK to update the X-Men, what might readers expect? "Well, I can tell you that I really don't like Cyclops' costume the way it is," he admits. "I liked it with the full skullcap and think it looks all wrong with his hair sticking through the way it does now."

"Actually, my all-time favorite X-Men costumes are the ones they wore when ['New X-Men' co-creator and former *Uncanny* artist] Dave Cockrum was doing the book. I wish they could all wear them again: Storm with the headpiece and the black leather outfit and long cape, Colossus with knee-high boots, Cyclops with the skullcap, Wolverine's brown and orange costume. I'd go back to that look in a minute, but I guess Bob thinks—and he's probably right—that we ought to move forward, not go back to what was already done, so I'll go in some new directions. But I don't think I'll ever come up with costumes for these guys that are as cool as Dave's. That was just perfection."

Madureira admits that it can sometimes be daunting to consider making changes in what are, after all, comics legends. "There are things you just don't ever want to change. I mean, take Nightcrawler. His costume is so cool, so perfect, that if you changed it even a little it would look wrong. Besides, when they meet me, a lot of people say that I look like one of the people in my drawings, and more than one artist has told me that the character I most look like is Nightcrawler. I don't know if that's a compliment or not," he laughs, "but it keeps me from wanting to mess around with him too much. Another guy you can't change very much is Wolverine. I mean, he *is* his costume, and I wou don't want to be the guy to change that."

Was Harras worried about giving heroes who've been around for decades (some more than 30 years) to a 20-year-old artist to revamp? "First off, I believe that the X-Men should be refreshed every few years, just as a matter of editorial policy," he says, "and second, I trust Joe completely. He always sends in sketches before he does anything and we discuss it and come to an agreement. He has this special take on things that I enjoy. Sometimes he'll skew something just slightly and it's absolutely great. These characters may be 30 years old, but they shouldn't

From The Pages Of X-MEN

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look like they are. A fresh look by an artist who's pretty close to the reading audience in age and attitude is a good move, I'd say

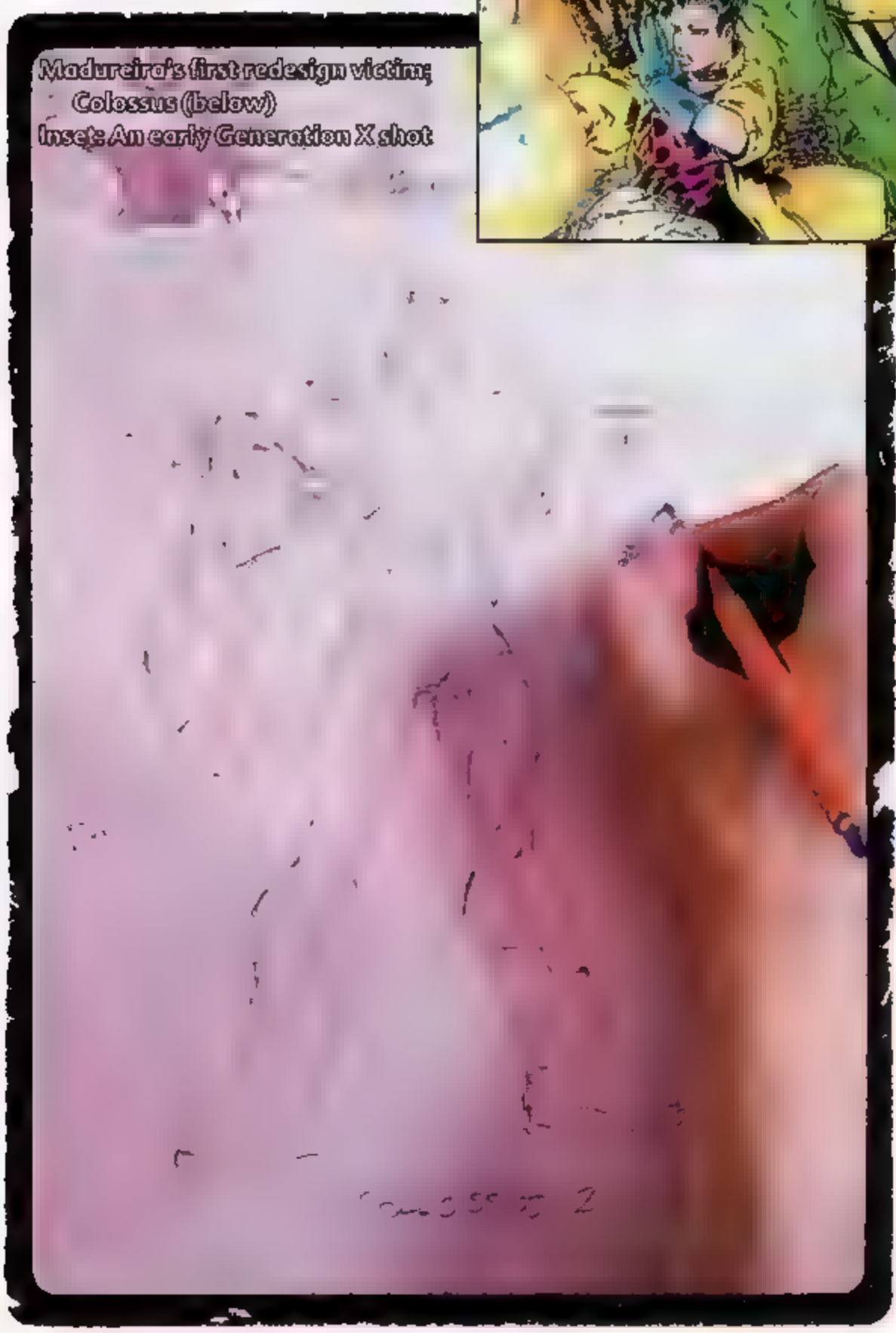
"Still, I didn't want to go right into another major change directly after the 'Age of Apocalypse,' plus I wanted to give Joe a chance to get into the swing of things and ahead of the deadlines. We'll take the time to go over everything and introduce new costumes as the storylines dictate."

Method to the Madness

Madureira did get a chance to temporarily revamp a lot of the X-characters in *Astonishing X-Men*, of course, and that work got him involved in another redesign project at Marvel, where new looks and new approaches have become the order of the day. "A lot of [different artists] are doing 'new looks' for the Avengers," he explains, "and Bob suggested that [Marvel Group Editor] Ralph Macchio let me take a crack at some of the characters. They want the Avengers to look younger and more hip and more cool. He said they should be around the same age as the X-Men, but they al look like, you know, they're in their 40s.

"I picked out a few of the characters that I've always liked—Black Widow, Wasp, Quicksilver, Scarlet Witch, Iron Man—and tried to do something different with them. In the end, though, I had to just sort of walk away from it, because I got the plot to *Uncanny* #325 from Scott [Lobdell, series writer], and I don't want to let anything keep me from being on schedule with that. I don't know if they're going to use anything I did or not, because there were several artists working on this. I think what they might do is take some ideas from different designs and put them together into something they like."

Madureira's first redesign victim; Colossus (below)
Inset: An early Generation X shot



Madureira approaches costume design "with the character in mind," he says. "Take Rogue. I want her whole body to be covered, since she avoids physical contact, it makes sense that she wouldn't wear a skimpy outfit. For that matter, I like to cover up my female characters as a general rule. I think they can look just as sexy while wearing some clothes."

The only character that Madureira has created so far in his X-run was the mutant Blink, who debuted in the artist's *Uncanny* #317 issue, then died in the pages of *X-Men* #37, all taking place within "The Phalanx Covenant" crossover. "She came from an idea I had for a character back when I was in school," he says. "Scott told me we needed to create a character who'd just be in one issue and then die, and I said, 'I have just the character.' Actually, people kind of liked her and I still have kids ask me about her at conventions, so maybe she'll be back. In fact, I think I'll keep bothering Bob until he lets me bring her back, because I liked drawing her a lot." Blink, of course, became a major character in *Astonishing X-Men*, due to the different reality in which that title was set.

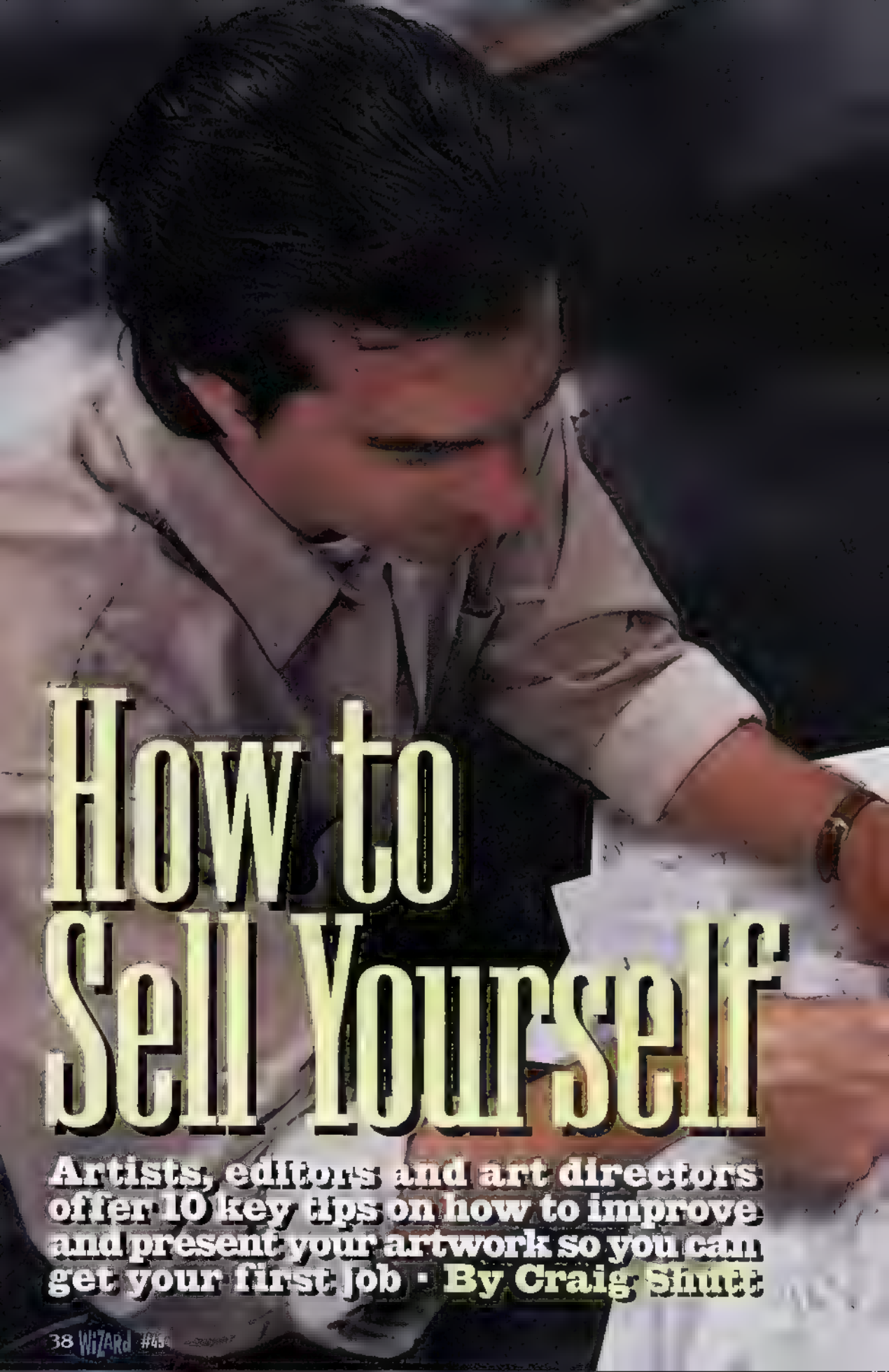
And keeping in tune with creating, like most comics artists, Madureira has thought about doing a book of his own someday. "I have these artistic mood swings, where one day I want to draw a really cool super-powered ninja or something, and the next day I'll want to do a giant robot," he says. "All I know for sure is that, if I did it right now, it would totally be a Japanese wannabe comic. But I am just so happy doing *Uncanny X-Men* that I can't even think of doing my own thing for a while."

OK, so what advice might young Joe Madureira have for all the other fanboy dreamers out there hoping to land a job like *Uncanny X-Men*? "I've been a very lucky guy," he admits, "but I also worked at it. You have to draw, draw and draw some more. And some more after that. You're never as good as you think you are. I look back now and I can't even believe how bad some of my stuff was, and I used to swear back then that it was pretty good. I hear that same attitude from a lot of kids today. When you're young and enthusiastic, a lot of the time you just don't realize that you have such a long way to go. You only get better if you keep working at it.

"I guess my advice would be to work hard and keep believing that it will happen for you. Hey, it happened to me, and I'm just an ordinary Joe." ★

Jack Curtin, who interviewed the Batman writers in Wizard *#46, enjoys a good Ballpark frank. Hey—they plump when you cook 'em.*

The devil and the devourer.
DARKSEID vs GALACTUS
THE HUNGER
WRITTEN AND DRAWN BY JOHN BYRNE • ONE-SHOT HITTING COMICS SHOPS THIS AUGUST



How to Sell Yourself

Artists, editors and art directors offer 10 key tips on how to improve and present your artwork so you can get your first job · By Craig Shutt

Artist Marc Silvestri critiques Anthony Chan's work, and gives him some portfolio pointers. See sidebar for the final results.

Jerry Ordway well remembers his first [illegible] way to present an art portfolio—and [illegible]

[illegible] 1970s, Ordway [illegible] DC Comics' New York City offices to show his work to its former art director, Vince Colletta. Ordway was full of confidence—until he took out his samples. He'd inked them to display his finishing style, but he hadn't made copies of the pencils first, and he didn't have any additional samples of penciled pages.

"He gave me a pretty hard time," Ordway [illegible] letter. "He said, 'What are you trying to [illegible] home and do pencil samples.' I thought [illegible] my penciling was good by the way [illegible] inks were slick enough, probably slicker [illegible] penciling then. I still think about that meeting."

Obviously, Ordway didn't let it discourage him, as he's drawn everything from *Superman* to *Fantastic Four*. And now he's glad to help novice artists avoid the mistakes he made. So were a number of other artists, editors and art directors who wished to share their knowledge on how to present a portfolio to prospective employers. Here are their tips.

1. Grab Some Face Time

"It's fairly necessary these days to go to a comic book convention," says artist Alex Ross (*Marvels*). "When you mail stuff in, they often don't respond, or they send a form letter. There's more direct interaction and feedback at a convention review."

Ordway agrees. "The best approach is to make contact at a convention and then follow up in the mail," he says. "That helps them put a face with the name on the envelope." When artists show potential, editors often will work with them, Ordway adds, asking for more samples or giving them test plots. "It becomes a grooming process."

The most important thing to take to the reviews, pros agree, is plenty of photocopies of each page, so you can give samples to several editors. Plus, each page—each and every page—should be clearly marked with your name, address and phone number.

2. Do Comics

You must show panel-to-panel continuity, or reviewers won't take you seriously. "They say they want to do comics work," explains artist Dan Jurgens (*Superman*, *Solar*). "But all they show me is superheroes in tough-guy poses." Adds John Romita Sr., Marvel's art director, "We call those guys shot-makers. They like to dazzle us with beauty and technique."

Chaos! Comics Publisher Brian Pulido is even more emphatic. "Pin-ups don't cut it. Comic book companies employ storytellers. I want to see anatomy, anatomy working in an environment [for weight distribution, etc.], perspective and locations."

Clear storytelling is extremely critical. "Show your pages to your friends," suggests artist Greg Capullo (*Spawn*). "If they can follow what's happening without [word] balloons, you've done your job. If they can't, don't argue with them. Go back to work."

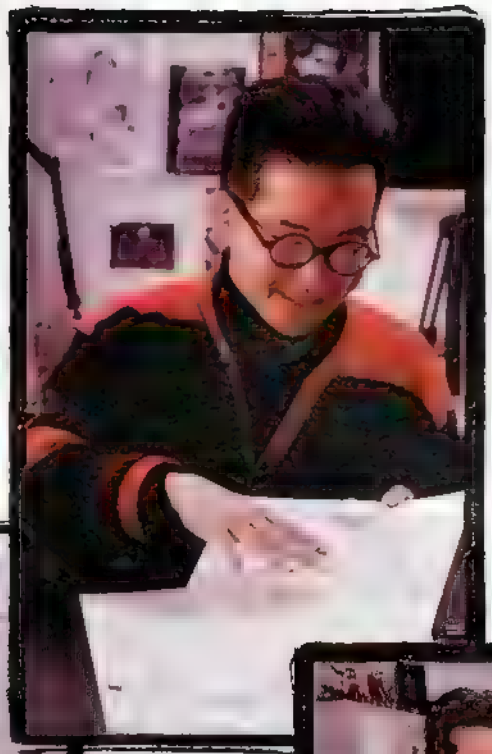
Draw more than slugfests, too, stresses Jamie S. Rich,

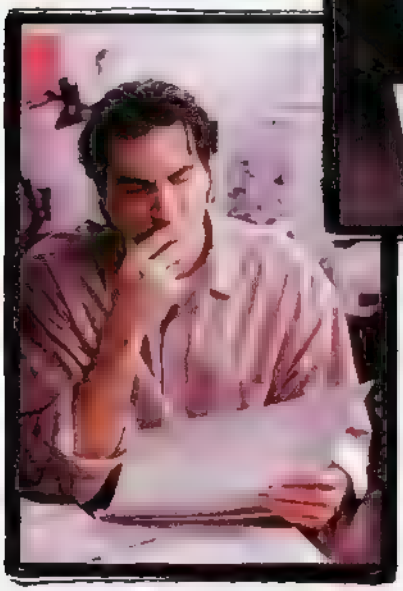
Photos by Craig Molenhouse

submissions editor at Dark Horse Comics. "I see a lot of fight scenes with no backgrounds or normal people," he says. "It doesn't give me an accurate sense of how well the artist draws. Versatility is important."

Dark Horse will send a sample script in return for a self-addressed stamped envelope (SASE) with enough postage for three ounces of material. Other editors also have sample scripts available to test pencilers, and some writers will provide scripts if asked nicely.

Tony Bedard, executive editor at Acclaim Comics, suggests this scenario to cover a range of situations. A civilian walks out of a city park





and across a busy street to an apartment building, he goes up in the elevator and enters his living room, and a superhero or supervillain breaks through the wall.

"The most reliable sign of whether artists are ready to do comics is how well they handle drapery and [illegible]," Bedard says. "They also have to be able to show realistic interiors of living spaces [illegible]."

Adas Pulido [illegible] incredibly lacking in today's [illegible] human emotions. That's part and [illegible] presenting a finished portfolio [illegible] clenched jaws that look like the guy's [illegible]."

Pros also suggest using existing characters, but it doesn't matter which ones. Drawing someone familiar to editors will show how well you capture the character's facial structure, build, costume and other identifying elements.

3. Don't Focus on the Presentation

The pros don't care whether the novice carries a leather portfolio or a manila folder. But Pulido makes a key point: "If you want to be a professional, use professional tools, including [high-quality] pencils, pens, and paper." Don't, he adds, under any circumstances, use the 8 1/2-by-11-inch bond paper that you'd find in a photocopier. Instead, use what most pros do: two- or three-ply bristol board, which are thicker stocks of paper. The paper size most pros use is 11-by-17 inches.

Reviewers also aren't impressed by volume. "Having a lot of samples," says Jurgens, "means you're spending too much time doing a lot of stuff, rather than spending a lot of time doing a few that are really good."

Most agreed that six samples would suffice. "That's going to take quite a while to critique panel by panel," Ordway points out.

Top Cow Productions' guidelines suggest: "Put your best piece of work at the front of your portfolio. You want to start off with a bang. If the first piece is not great, the reviewer will have formed an opinion before ever getting to the good stuff." The company also suggests putting the second-best piece at the back. "Sometimes, the last page in a portfolio stays open the longest during a review. Make this a strong piece."

4. Take Your Time

"Editors don't want to hear you can do five pages a day until you can do two good pages a day," says Ordway. "You want to make that first impression as strong as possible."

Jim Shooter, editor-in-chief at the new Broadway Comics, agrees. "Volume impresses no one. Quality is everything. Make sure what you show is your absolute best, or don't bother."

5. Don't Waste Their Time

Submissions editors and convention reviewers are extremely busy, and they don't like critiquing artists who are running on empty. "I see too many 10-page portfolios where the first two pages are fully penciled, then it gets skimpier and skimpier with more unfinished panels, and it ends up with stick figures," says Jurgens. "If you don't have fully finished pages, don't waste my time."

Top Cow's guidelines, too, warn, "Don't show half-finished work. Sketch pages are not portfolio material. If there is a particular piece you like, finish it."

6. Know the Basics

Too many artists learn their art skills from comics, resulting in bad anatomy and influences far from the original source. "Artists need a solid foundation in life drawing," says Capullo. "If they draw 100 percent from comics, they aren't going to learn everything."

Romita agrees. "Artists gravitate toward the flashy stuff that has lots of faults. They need to educate their eye and mind before they get deeply into a style. Look at how Jim Lee solves certain problems in storytelling, don't just look at how he draws rib cages and triceps. Kids love to render triceps, and everything else falls apart."

Pulido says he's saddened to see so many young artists following existing trends. "Today's trends won't be dominating in two years," he points out. "I see a lot of clones of the big names, and that means new artists are losing their original artistic voice in an attempt to get work. It's crucially important to pursue your own artistic destiny and bring your specific voice to comics."

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7. Pencil or Ink?

Some pros think being versatile and providing both pencils and inks aids in finding work. "The artists who are the most well-rounded tend to do the best in the business," says Bedard. "But when you're first starting out, it can pay to specialize."

Adds Romita, "I want to see a new artist concentrate on one skill, but [artists] Joe Kubert and Neal Adams disagree with me about that. They like to see technique as well as storytelling. But I think trying to be a complete artist at a young age is more difficult than ever today. You can always develop the other talent as you mature, and either can be a lifetime career."

Rich agrees. "If you're penciling and inking, you're probably doing a disservice to both." Dark Horse offers pencil samples to potential inkers if they send a large manila SASE with three-ounce postage. Some artists also sell sketches or pencil samples cheaply at conventions; novices can ink these pieces.

As Ordway learned, never ever show inking samples without having a copy of the original pencils available. Bedard suggests offering finishes over both rough and tight pencils, to indicate how the inking affected each. Rich suggests new artists trade penciled work to ink. "They can learn from each other and fix each other's mistakes," he explains. "It makes them think a little harder."

Pros stress that inking involves a totally different discipline than penciling. Says Pulido, "What inkers bring to the comics page that pencilers often don't is a sense of light source, depth and dimension." He suggests inkers study set-lighting manuals for the stage and how lighting changes the emotional content of a scene.

8. Listen, Don't Talk

"When you present your portfolio," Pulido warns, "do not speak. Listen. Don't argue or defend your work or offer excuses for what's there. Excuses don't matter in the real world. Only the work matters."

Ordway adds, "You have to really be confident to walk away from a critique and not be demoralized. But artists who submit samples have to be able to accept criticism."

Many artists have convinced themselves they're ready when they're not, Romita says. "Some of them come in wanting their first assignment," he laughs. "A few want to know when they can pick up their first check."

Capullo admits the critiques he originally fielded were tough. "In the beginning, I stunk," he recalls. "But I thought I was great. I was better than my friends, and my family said I was great."

The pros also admit that taking a reviewing artist's suggestions is no guarantee of success. "Artists' critiques are useful, but only editors can give you work," points out Capullo. He suggests targeting a particular editor and following his suggestions, whatever they may be. Then keep submitting work so he can gauge your progress.

Romita sympathizes. "It must be maddening for young guys starting out to have four different companies give four different signals," he says. "There are no guarantees. You have to find a sympathetic editor on the same wavelength."

9. Pray for a Recovery

As the market consolidates and sales drop, [illegible] new artists aren't a hot commodity today. "There are a lot of artists out of jobs who are looking for more work," says Ordway. "This summer is going to be interesting."

Adds Pulido: "You're going to have to be more talented to get in now than you had to be two years ago. Back then, this industry was sucking up any kid who could hold a pencil between his toes. It took a lot of people who weren't ready. Now things are more competitive."

10. Keep At It

Persistence can pay off, everyone agrees. "Most of us had to work real hard to get in," Pulido notes. "If you want it bad enough, it will come."

Ordway agrees. "Comics is a young field," he says. "It likes new blood to invigorate it. If you're good, if you have confidence, and if you stick to it, you'll get work. Don't hold a grudge, just keep working." And if anyone knows the value of that advice, it's the guy who walked out of DC's offices many years ago and vowed he'd be back. ☆

Craig Shutt, who reported on how to write a comic book in Wizard *#48, can't even draw a hot bath.*

SUBMISSION CONTACTS

Here're some places to send art submissions. Never send originals, only photocopies. A self-addressed, stamped envelope must be included with every mailing for any feedback to be received.

Archie Comics: Victor Gorelick, Managing Editor, 325 Fayette Ave., Mamaroneck, NY 10543.

Acclaim Comics: Don Perlin, Vice President, 275 Seventh Ave., 14th Floor, New York, NY 10001.

Dark Horse Comics: James S. Rich, Submissions Editor, 10956 S.E. Main St., Milwaukie, OR 97222. (Dark Horse will send a sample script or penciled pages in return for a three-ounce SASE. Indicate which sample you want.)

DC Comics: Submissions Editor, 1700 Broadway, New York, NY 10019.

Image Comics: Brent Braun, Image Comics, 2400 E. Katella Ave., Suite 1065, Anaheim, CA 92806. (Submissions are copied and forwarded to all Image studios.)

Kitchen Sink Press: Submissions Editor, 310 Riverside Dr., Northampton, MA 01060.

Malibu Comics: Larry Reynosa, Submissions Editor, 26707 Agoura Rd., Calabasas, CA 91302.

Marvel Comics: Submissions Editor, 387 Park Ave. South, New York, NY 10016.

BREAKING IN

Budding artist Anthony Chun knows the value of going to comic conventions. Image Comics' latest find showed his samples to DC Comics editor Brian Augustyn at the 1993 ComicFest show in Philadelphia. Impressed, Augustyn gave him a sample Green Lantern script he uses to test new artists. He liked what he got back and invited Chun up to DC "for a chat."

"That was great," Chun says. "I was really excited."

Chun went through several more rounds of samples, "so [Augustyn] could see me work out some problems in my storytelling," he says. Finally, he was assigned a two-part Black Condor story that ran in *Showcase '94* #10 and #11. But no more assignments followed. "That happens a lot, because there are so many good, reliable artists out there," Chun says. "But I was panicking."

Fortunately, the *Showcase* issues appeared just before the 1994 San Diego ComiCon, where he ran into David Wohl, an editor for Image's Top Cow Productions studio, while waiting in line at a concession stand. Chun struck up a conversation, showed Wohl the *Showcases* and his samples—which included three sets of two-page sequences displaying various scenes and storytelling techniques—and Wohl promised to call.

Later, Chun got a call from Top Cow head honcho Marc Silvestri offering to pay his expenses to move to Santa Monica and to give him an exclusive agreement. He also received an offer from another Image studio, Extreme Studios, from showing his work at the San Diego con. "But Top Cow was just starting out, and it had a lot of start-up energy," Chun says. "I liked the idea of getting in on the ground floor."

He did pin-up pages and trading cards, then penciled June's *Kill Razor* one-shot book. Now he's working on the four-part *Velocity* series with writer Kurt Busiek. "It's going to be big," he enthuses. "The script is extraordinary. In *Kill Razor*, I'm still working through a few problems, but in *Velocity*, I've got some real momentum. I'm really rolling on these pages."

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Coming to America

Rising superstars Mike Deodato Jr. and Roger Cruz are spearheading a wave of talented Brazilian artists

Once upon a time, if you lived in another country and wanted to experience the American Dream, you had to take an uncomfortable journey in a crowded steamer and stand in interminable lines at New York's Ellis Island.

Today, for many foreign comic writers and artists, all you need is an agent, a fax machine and access to Federal Express.

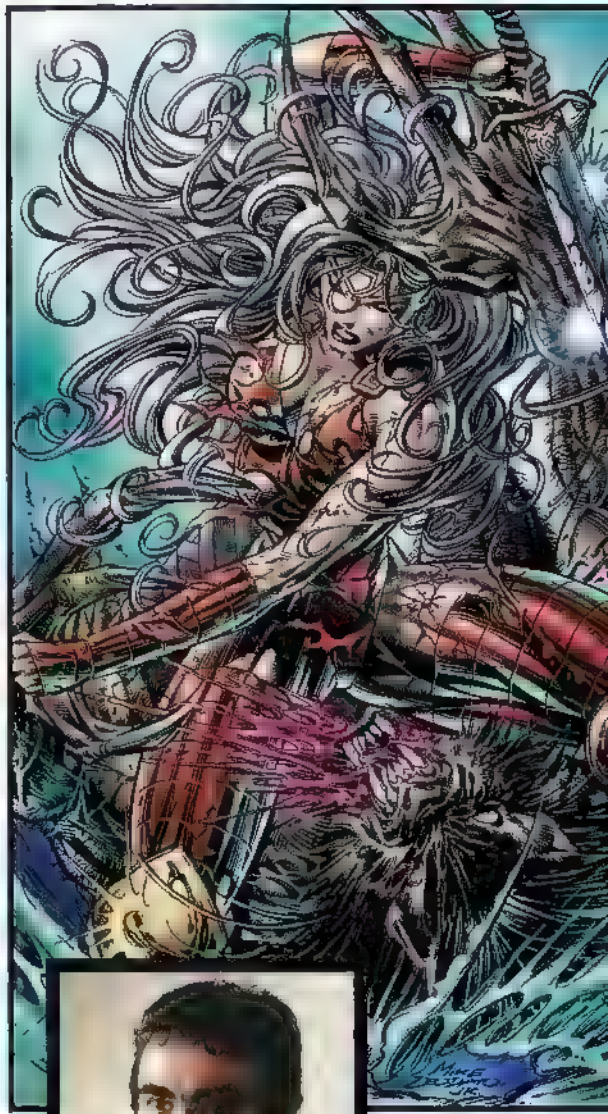
Recent years have seen a growing Brazilian presence in the world of comics art, fueled primarily by the clients of David Campiti's talent agency, Glass House Graphics and Art & Comics International (a two-section agency: Glass House, run by Campiti, is the American side, while Art & Comics, the Brazilian company, is run by his partner Helcio de Carvalho; see sidebar). Two of the biggest success stories to date to come out of Brazil are Mike Deodato Jr. and Roger Cruz, whose work on *Wonder Woman* and *X-Men: Alpha and Omega* respectively have quickly gained them an extensive fan following in the United States.

This is despite the fact that neither speaks much English, and between them they've been to the United States a total of once—Deodato visited in 1993 to sign 4,000 copies of Innovation's *Beauty and the Beast* for the home-shopping network, QVC. Both hope to make it the San Diego Comic Convention this year to meet their legions of new fans.

Deodato

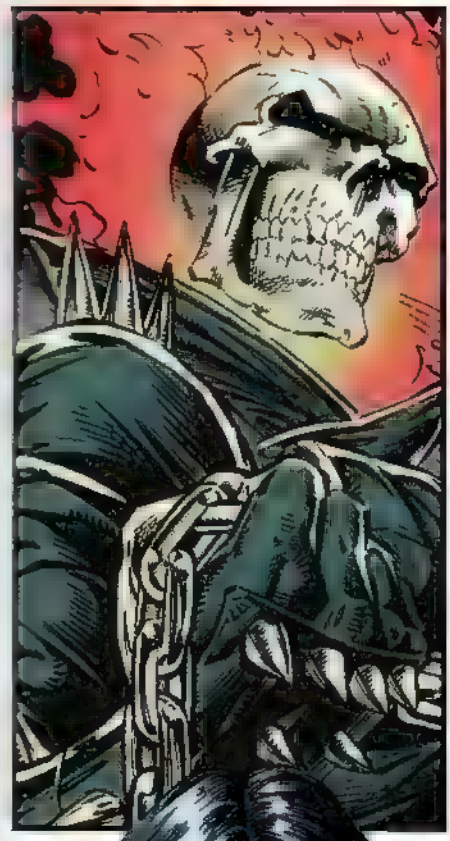
Mike Deodato Jr., whose real name is Deodato Taumaturgo Borges Filho, was born 32 years ago in Campina Grande, a small town in northern Brazil. Son of an artist, as well as a self-confessed "comics freak," Deodato became addicted to comics at an early age. "I remember enjoying American comics as much as I enjoyed my pacifier," he explains in his native Portuguese, laughing. "As a matter of fact, they were very important in my learning how to read. I can't read foreign comics in their native languages, but I do read them when they are reprinted in Brazil [translated into Portuguese]. My dad used to bring me some European comics as well, but I would put them aside. What I really loved were the colorful heroes dressed in spandex."

Although Deodato determined he wanted to be a professional artist, he never attended art school. "My teachers were my father and the countless comic books I grew up reading." His artistic influences



By Paul J. Grant

While he depicts the male figure well (see his *Deathstroke* cover, left), Mike Deodato is best known for his babes, such as Extreme's Glory (above) and DC's Wonder Woman (opposite).



Roger Cruz penciled Marvel's *Ghost Rider* (left) and *Uncanny X Men* (below right) as well as a Youngblood poster for Extreme Studios (next page)

include Will Eisner, Berni Wrightson, Todd McFarlane, Marc Silvestri, Jim Lee, Dale Keown, Neal Adams, Dick Giordano, José Luis García López, Jorge Zaffino, Adam Kubert, Burne Hogarth and Moebius.

Deodato's first comic book work was published in Brazil back in the 1970s, and was followed by a few stories published in Europe. In 1990, his agent de Carvalho got him his first American assignments. Interestingly enough, before treading the waters of the American market, he "Americanized" his name at the suggestion of an American publisher who cited the fact that comic legends Jack Kirby and Gil Kane had changed their names from Jacob Kurtzberg and Eli Katz, respectively.

His first American assignments included inking *The Protectors* and penciling and inking *Santa Claws*, both for Malibu Comics. Innovation's *Beauty and the Beast*, based on the TV show, followed immediately, and he alternated with his father on the publisher's *Quantum Leap* for a while. After Innovation folded, he did several issues of *Hybrids* for Continuity Comics, which were never published. After that, his agents got him a tryout with DC for *Wonder Woman*, and he won the job as regular artist with issue #90 last year. Almost instantly, *WW* gained him widespread notice and a lot of job offers: *Avengers* at Marvel Comics, *Glory* at Image Comics, *Turok: Dinosaur Hunter* for Valiant and an upcoming painted story for Dark Horse's *Harlan Ellison's Dream Corridor*.

Deodato has built much of his reputation on drawing sexy women, but that was never his plan. "To be honest, it was always easier for me to do men than women. The first superbabe I ever did was *Samuree* [for Continuity, again never published], and you know what? I liked it! Then came *Wonder Woman*, and I liked it even better. At that point, I said to myself, "If I'm to draw a book with so many girls, I've gotta make 'em so gorgeous that fans will [drool] just looking at them." Some people told me that goal was accomplished..."

While he feels he may be in danger of getting stereotyped as a Good Girl Artist, he believes those who have seen his work know how versatile he can be in styles, genres and techniques. That versatility will be called upon for his next big gig, the reconstruction of Marvel's *Thor*, with writer Warren Ellis. "When [*Thor* editor] Ralph Macchio told me to completely revamp the God of Thunder—as he'll become a real dark and moody character—I said, 'This is a dream come true!'"

And Deodato's one of the most prolific artists in the biz, currently handling three monthly titles (*Avengers*, *Thor* and *Glory*). He accounts for his speed by claiming to need only four hours of sleep a night.

How does he cope with his newfound success? "I try not to think so much about it. Of course, I love getting positive feedback from fans and editors, but ego trips scare me because they make you stop learning and deceive yourself with the false idea that you've got it made—and that's where you hit a dead end."

While he knows little about the United States, he has an idealized view of the land of opportunity. He sees the United States as "a fair country where people from all over the world will get ahead if they're honest, truthful and dedicated to what they do. And hey—America makes the best hamburgers I've ever tried."

DEATHSTROKE and WONDER WOMAN ™ & © DC Comics. GLORY ™ & © Rob Liefeld. GHOST RIDER and X-MEN ™ & © Marvel Entertainment Group.
Photos courtesy Gloss House Graphics.

Cruz

Rogerio Cruz, born 24 years ago in Brazil's largest city, Sao Paulo, grew up reading American comics like *Hot Stuff* and *Richie Rich* in Portuguese, but as he got older switched to superheroes. After high school he considered attending art school to make a living as an artist, but chose to learn by himself. He was influenced by artists John Buscema, John Byrne and Frank Miller, and more recently by Image artists Jim Lee and Marc Silvestri.

While he shortened his first name to Roger in 1993, he started in comics as a letterer in 1987, then wrote and illustrated underground and adult stories for Brazilian publishers.

After hooking up with the Art & Comics International agency, his first American comics work was inking *Mack Bolan: The Executioner* for Innovation in 1993. A back-up story in *Ghost Rider* #50 led to assignments on *Incredible Hulk* (#419) and *The Uncanny X-Men* (#315), and finally the prestige, high-profile *X-Men: Alpha* and *Omega* bookends for this year's "Age of Apocalypse" mega-crossover.

Moving from Marvel to Image, Cruz did a fill-in on *Brigade*. Future work will include issues of Marvel's *Generation X* and Image's *Team Youngblood*, and he's scheduled to take over as regular artist on Image's oldest title, *Youngblood*.

Although he's probably best known for his work on team books, Cruz hopes someday to draw solo characters like Batman, Lobo, Daredevil, Spawn and his all-time favorite character—The Silver Surfer. "If I'm a success," he muses, "to a certain extent it makes up for all the weekends I spend working, and nights with little or no sleep, to achieve the level of quality I want my pages to always have."

And it's that level of quality that American publishers are clamoring for. Cruz admits to know very little about what makes American comics tick.

"What I know about the American Dream is what I get to read in newspapers and magazines," he says. "Maybe in my first trip to the States I will be able to see America with my own eyes and have an opinion."

As for the rising popularity of Brazilian artists, Cruz sums it up best: "Does it make any difference at all where an artist comes from? What fans and publishers really care about is the quality of the artwork they're getting. Not the creator's nationality." ☆

Paul J. Grant, who interviews Denny O'Neil on page 68 of this issue, blames it on Rio

AGENT OF CHANGE

Former Innovation publisher David Campiti became an agent almost by reverse, since he started out as a client. "We began dealing with Helcio de Carvalho at Art & Comics International, for them to handle reprints of some of Innovation's work. I offhandedly mentioned one day that we were desperately trying to find good, dependable artists who could work for Innovation's budget, primarily painters. Helcio said, 'We have hundreds of artists down here!'"

The first Brazilian artist hired by Innovation was O. J. Cariello (now penciling DC's *Deathstroke*) for *Queen of the Damned* #3 in 1993, who worked on the rest of the 12 issue series.

Campiti was delighted with the results. Slowly but surely, he turned more and more Innovation books over to the Brazilians to be illustrated—*Quantum Leap*, *Beauty and the Beast*, *Interview with the Vampire*, et al. Eventually, almost every Innovation title was illustrated by Brazilians.

In early 1993, when Campiti was planning on leaving Innovation, de Carvalho was in the States and proposed that Campiti become his American partner, set up an office in the States, and officially represent him to all publishers. "We put together a contract fairly quickly, and produced contracts for his artists to sign that tied me into it all, and started work," Campiti, who founded Glass House Graphics, recalls. "Our first job together was actually for New Comics, then we got one job at DC, one job at Marvel, and it snowballed from there to where we're now doing about 22 titles a month."

Glass House Graphics/Art & Comics client list has also snowballed. It includes such artists as Mike Deodato Jr. (Marvel Comics' *Avengers* and Image Comics' *Glory*), Roger Cruz (Marvel's *X-Men Alpha* and *Omega*, Image's *Youngblood*), Marc Campos (DC's *Extreme Justice* and *Guy Gardner*), Heinrich Kipper (Dark Horse Comics' *Harlan Ellison's Dream Corridor*), Cesar Lobo (DC's *Judge Dredd*) and Luke Ross (DC's *New Gods*), among others.

Campiti admits to having two reservations when he started working with the Brazilian artists. "One, that we would lose a lot in the translation, and two, that there would be a tremendous difficulty in shipping. Neither has proven to be that big a difficulty. We very rarely have a problem with translations, because Helcio speaks English, Spanish and Portuguese, so we've got the translation problem covered.

"Federal Express has also instituted an overnight shipping policy out of Sao Paulo, so in a real emergency we can get things to editors overnight, just as if we were using American artists."

Campiti is currently shopping around a creator-owned series for both Deodato and Cruz, which they co-created with the agent.

Who does Campiti predict as most likely to follow Deodato and Cruz's path to success? "Luke Ross, I think, is going to be our next big star. He's extremely flexible and can do any style we can throw at him. He's a terrific chameleon."

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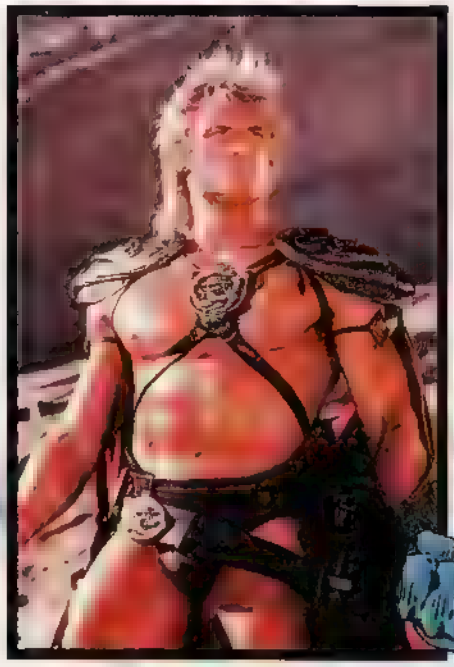
Wizards of the Coast

Wizard casts the WildC.A.T.s movie.

Casting call 7

OK, so what if the *WildC.A.T.s* cartoon was canceled? (And how lame was that theme song?) We could revive the franchise by dreaming up a live-action movie with the best that Hollywood has to offer, and presto!—we're talking blockbuster. Sound easy? Well, it's not, but who cares? It's our movie, and we'll do whatever the hell we want to. So who would star in our star-studded feature? Onward...



SPARTAN

• "Ah'm going to break yoo." Dolph Lundgren (*The Punisher, Rocky IV*) has the build to make the andro d leader of the 'C.A T.s a force to be reckoned with.

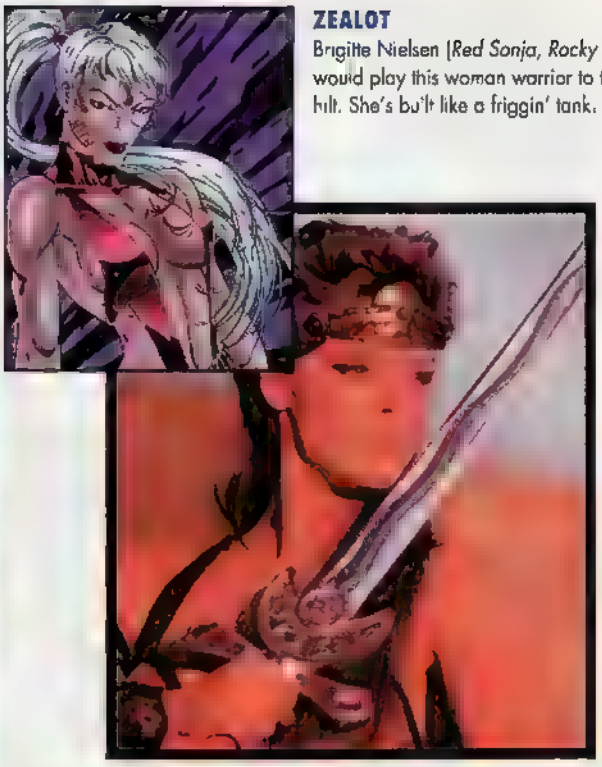
GRIFTER

The masked gunman of the C A.T.s wou d be played by Brad P [illegible] interview with the Vampire, Legends of the Fall, who'd add big-name star qual ty and more, to this flick. The ladies'll be droolin' down the theater aisles

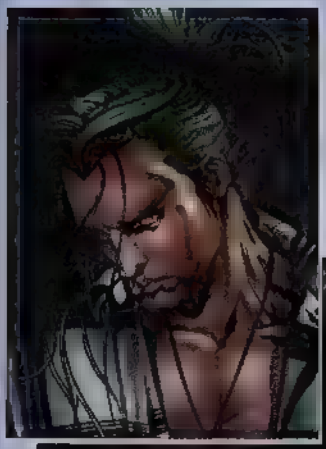
By a bunch of *Wizard* staffers

WILD.C.A.T.S. and all characters and artwork shown ™ & © Jim Lee Entertainment Inc. DBA WildStorm Productions
All photos: Everett Collection, unless otherwise noted.

VOODOO
The love y lady of the team would be p ayed perfectly by actress/songstress Vanessa Williams, who was last seen on Broadway in *Kiss of the Spider Woman*.



ZEALOT
Brigitte Nielsen (*Red Sonja, Rocky IV*) would play this woman warrior to the hilt. She's bu'lt like a friggin' tank.



WARBLADE
Marker's Richard Grieco is a great choice for th.s hack-and-slasher Just dye his hair green and we're all set

MAUL
In his human form, Stephen Baldwin (*Crossing the Bridge, Threesome*) would be pretty cool as Maul. We figured animatronics and some special effects dabbling by ILM would be good for his "big guy" form

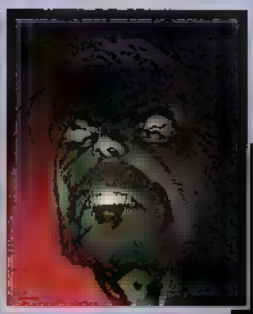
And the villains...?

LORD EMP

Y'know, it's tough casting a midget these days. So we won't. We'll just match a cool face with Lord Emp: that of Richard Jaeckel (*The Dirty Dozen*, *Delta Force 2*). Those ILM guys I have to think of the rest.

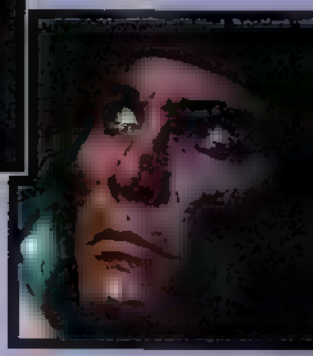
HELSPONT

Like Maul, this guy would be mostly animatronics and effects, but with the cool, grainy voice of Michael Wincott (*The Crow*, *Robin Hood: Prince of Thieves*).



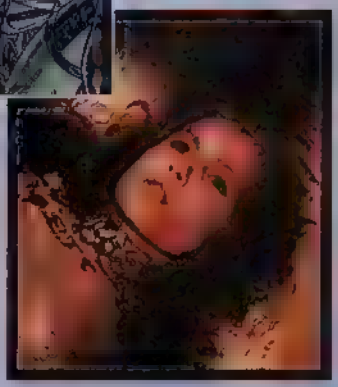
NIGHTOWER

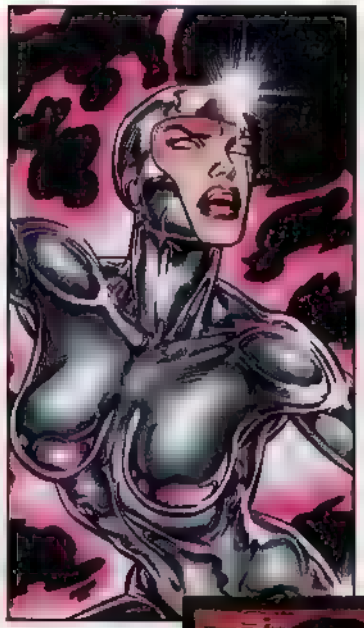
A big, mean dude is needed here and Sonny Landham (*Predator*, *Hours*) is up to the challenge.



IMPRESSA

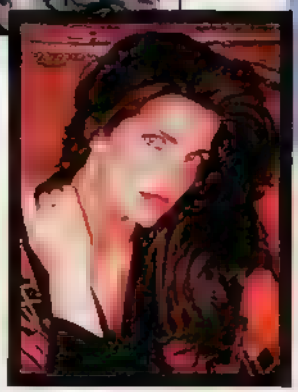
She's sleek, regal and sexy, and only Sadie Frost (*Bram Stoker's Dracula*) could play her.





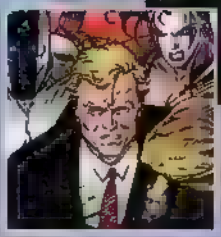
VOID

Victoria's Secret catalog model Stephanie Seymore would look awesome as the silvery Russian teleporter. She has the pouty-yet-sultry lips an' everything.



DAN QUAYLE

No evil villain team is ever complete without Dan Quayle. And better yet, portraying Dan Quayle... is Dan Quayle. It doesn't get any better than this, Republicans!



So that wraps this all up. If Hollywood can get its act together enough to put out a WildC.A.T.s cartoon (and really, REALLY bad movies like *Captain America* and *Tank Girl*), surely it can put its ass in gear to get this movie up and running.

Or maybe it's too busy churning out crap like *Fluke* and *Congo*.

The Wizard staff might not know its ass from a hole in the wall, but it knows an evil Republican when it sees one

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KRASH COURSE

WOMEN AREN'T MEN IN DRAG!

Welcome back, people. Before you go running off to ask your folks what the title of this month's article means, I'll just tell you. "Drag" is a term used when a guy dresses up like a woman. (Between last month's title and this month's, your parents are going to be severely misled as to what I'm actually teaching you.) Unfortunately, most aspiring comic studs draw their women like men in drag!

My own mother would tell me the women I drew sucked! As a young pup, I would draw naked ladies on occasion and show 'em to my friends. I recall this one drawing I was particularly proud of. My best dirty drawing yet. She had it all. Long hair, tons of eyelashes with eyeliner, dark lipstick and huge...you know. So I showed it to some college kid who lived next door at the time. I held it up proudly to him, anxiously awaiting his drool to splash on the ground! He said, "Her shoulders are wider than mine.!!" That was it?! That's your comment?. No "Whoa, mama."?!? I just didn't get what was wrong with my women. I had all the ingredients.

Here's what happens. You want to draw comics, right? So you draw tons of muscle guys, 'cause that's your main attraction for drawing comics. In a way, it's all you even see, because you're so zoned in. So what ends up happening is you get pretty good at drawing muscle guys and little else. Then when you do go to draw your prototypical superhero woman, you take what you know about women (all their differences) and try to make them work on a male frame, 'cause that's what you know!

1. beauty begins at the bone

They say beauty is only skin deep—not true. Drawing-wise, beauty begins at the bone. And women begin to differ from men starting there. A female skull has a much less developed jaw than a male, and this, of course, affects her appearance. In this drawing of a female's head (above left), I've divided it in half to show you what I mean.

First, cover the right side of the picture. Initially, you may think, "Not bad." Now cover the left and notice the improvement. The left side was off cause it contains a male skull. To save space, I've included a couple of feature fine prints also. Notice on the right side of the face: the thinner eyebrow, an upswept, almond shaped eye, and the nose is placed slightly lower and is slightly more up-turned.

In the profile (above right), notice how the bridge of the nose is drawn with a concave line and is slightly upturned. The eye and corner of the mouth both sweep upward, and again, the jaw is less developed. These tips should really help you to draw a prettier face.

KRASH COURSE and all related text, artwork and characters ™ & © Greg Capullo.

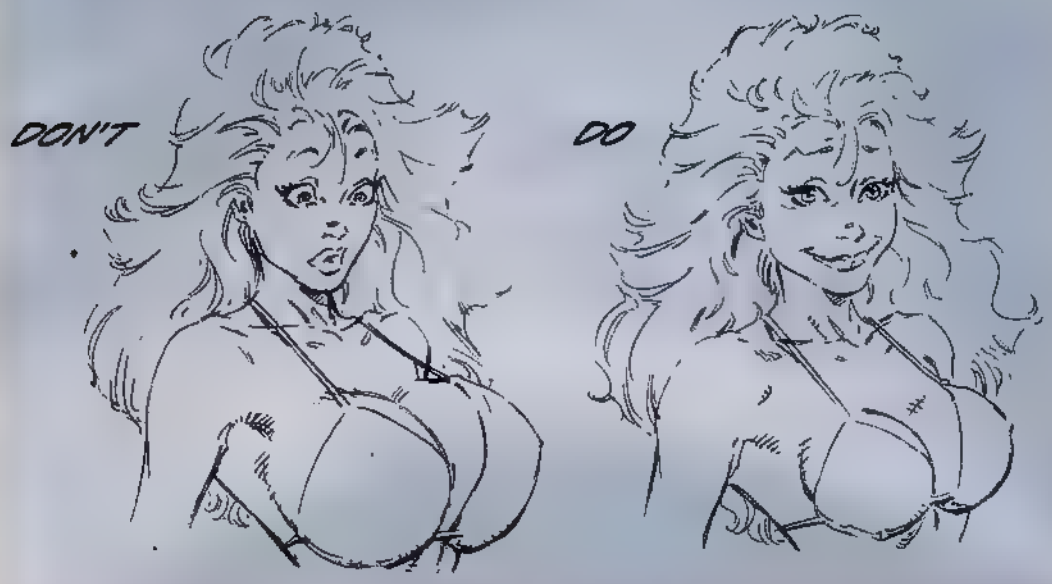
2. a woman is not a man

Now let's blast through some differences between the male and female figure! Of course, the most noticeable is the shape of a woman's breasts and the lack of steroid-popping muscles. But it goes farther than that. Without getting technical, we'll run down these differences from top to bottom. 1) Women appear to have longer, more slender necks. The length of the neck is an illusion caused by smaller trapezious muscles. 2) The clavicle bones are evident at the point of the shoulder. 3) A woman's shoulder-to-shoulder length should span about 2 and 1/2 heads wide. 4) A woman's nipples are lower than a man's. 5) The waist is as wide as her head. 6) The navel is placed below the waistline (a male's is even with or slightly above it). 7) A gap is present between the legs at the crotch. 8) The crotch is slightly raised. (In reality, a woman's crotch is further down than in men. However, raising the crotch will give the appearance of long legs.) 9) The pelvis is wider. 10) Heels are added to add length to the leg and height, to equal male proportions.

Boom. That's it! You're on your way to drawing more babeliciously already. A word of advice on the use of line. When you draw males, it's best to use blocky structure with slightly angular lines. It's the opposite with women. They require softer, rounded forms and curved, sweeping lines. This will help you get a soft, graceful look! As far as the amount of detail lines used, "Less is more." Keep it simple!

3. is bigger better?

Now for some common dos & don'ts. First off, don't draw the breasts too large. Super-size breasts will ruin your figure's symmetry and cause her to look clumsy. Do draw adequate-sized breasts and place them high enough to suggest firmness. This will give the character a more athletic look.

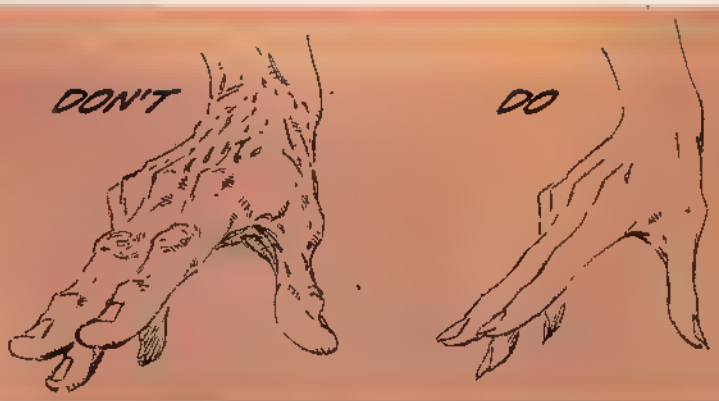


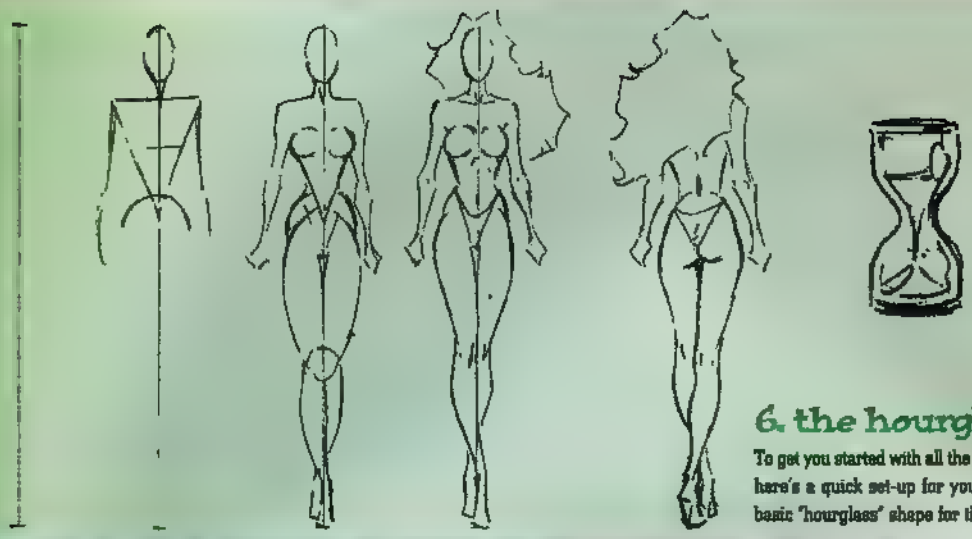
4. a rounder butt

Don't draw butts too big. Again, you want your figure to appear agile. Also, be careful not to make the butt sag. Do draw a round butt, making sure that the crease under the cheeks sweeps upward instead of downward. This will avoid the sagging posterior look.

5. give her a hand

Don't draw a woman's hands as you would a man's. Avoid large knuckles and bones. Draw the hands much more slender and with a lot less lines. Draw subtle suggestions for the knuckles, or they'll look like a witch's hands! Women's hands are more slender, smaller in size and a lot less muscular than men's.





6. the hourglass

To get you started with all the stuff you've just learned, here's a quick set-up for you to practice. Notice the basic "hourglass" shape for the female figure.

7. sex appeal

Now, I'll teach you how to give your babes grace and sex appeal. It's the easiest formula in the world, and soon you will have it! Ready?

Number one rule is arch the back! Even at times when it doesn't seem to make sense, as in the example of the figure drawn bending forward. Men can look kinda cool sometimes slumping forward, but women end up looking dumpy when they're drawn that way. A sweeping arch will add grace and fluidity, and will echo the other sweeping lines used on other areas of the figure.

Number two rule is oppose the angles of the shoulders with the hips. In other words, if her left shoulder is down, draw her left hip up, and vice versa.

Number three rule is if you don't draw heels on your figure, keep her toes pointed whenever possible. This will add length and grace to the legs. (Also, make the feet small. Your women look clumsy if drawn with big flappers.)

There it is! This should get you started drawing the sexiest, most mouth-watering, bodacious superbabes yet! By the way, my mother now tells me my women are beautiful. Till next month...keep the lead burnin', tough guys! ☆

Greg Capullo can be seen every month doing his fair share of the art on Spawn, *published by Image Comics.*

Experience a new vision each month

EVERWAY™ CALENDAR

With the release of Wizards of the Coast's innovative roleplaying adventure game EVERWAY™ comes a glorious new collection of unique fantasy art by famous artists. Exquisite illustrations from EVERWAY vision cards have been selected and brought together in a stunning twelve-month calendar to be enjoyed throughout 1996. Experience the visions of EVERWAY each month through the eyes of these popular artists:

Frank Frazetta, Simon Bisley, Geof Darrow, Glenn Fabry, Rick Berry, Ian Miller, John Bolton, Arthur Adams, and Brian Froud.

Coming summer '95

Suggested retail $12.95

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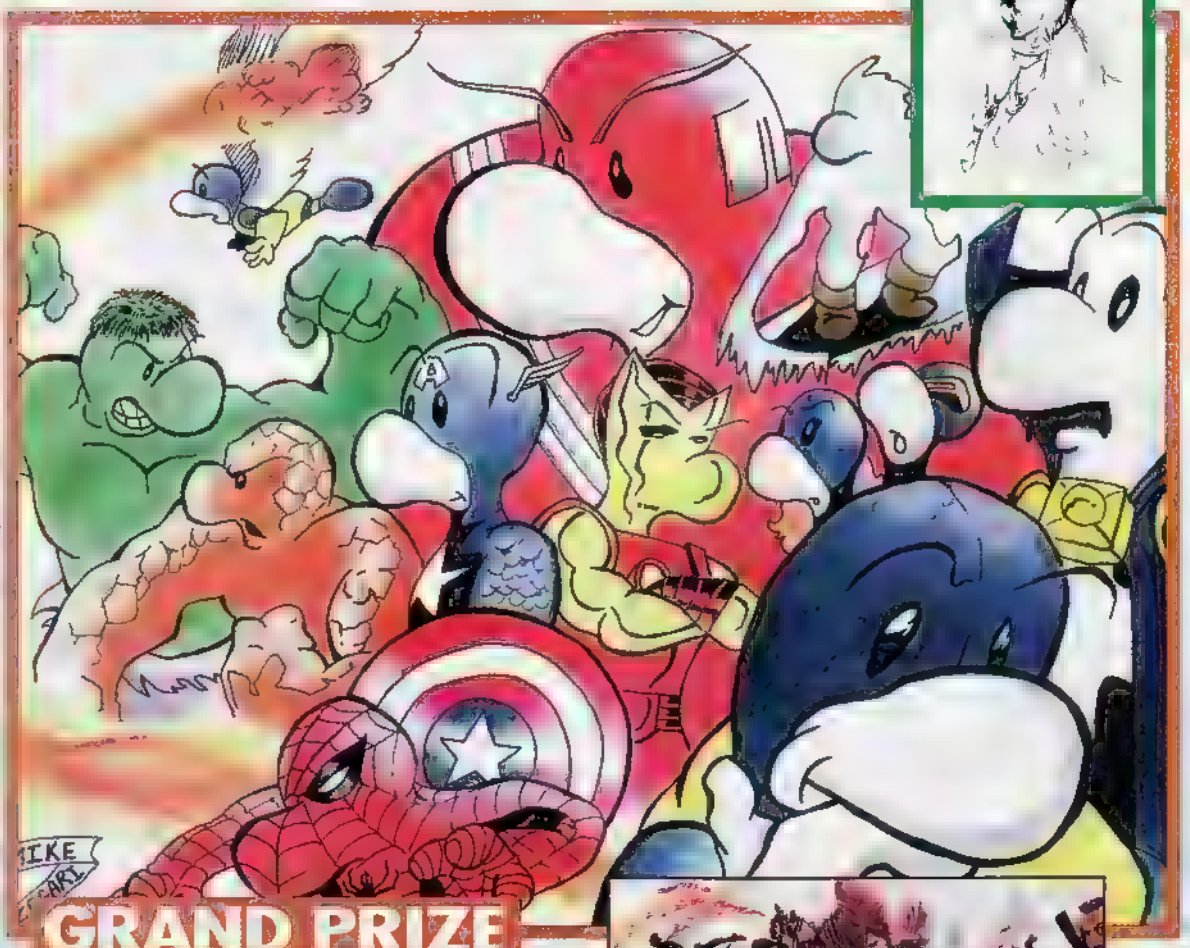
the Drawing board

The 10 folks whose artwork got an honorable mention this month will each receive the Gold Edition of *Shadowman* #0 signed by Bob Hall and Tom Ryder, and a *Turok* #26 signed by Tim Truman. The four cool runners-up will each receive the original *Batman Adventures: Mad Love* special signed by Paul Dini, Bruce Timm and Arleen Sorkin (Harley Quinn on *Batman: The Animated Series*), and a *Rai* Trade Paperback signed by Sean Chen. The highly talented artist of the winning entry this month will receive all that stuff, plus a *Zero Hour* TPB and an original piece of Captain [illegible] by Jerry Ordway, both signed by him (thanks a lot, guy)! Congrats to everybody!

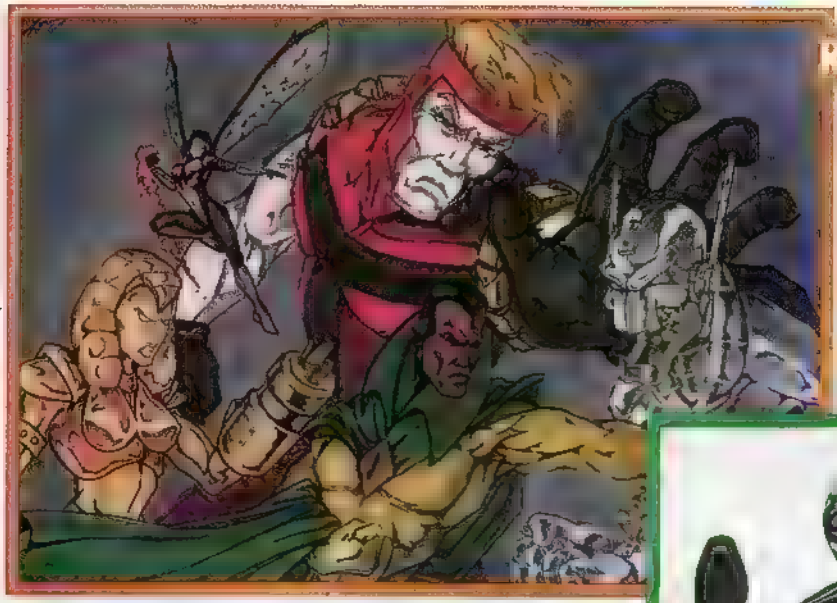
The showcase of comic book fan art.



BONE ™ & © Jeff Smith. All Marvel characters ™ & © Marvel Entertainment Group

GRAND PRIZE

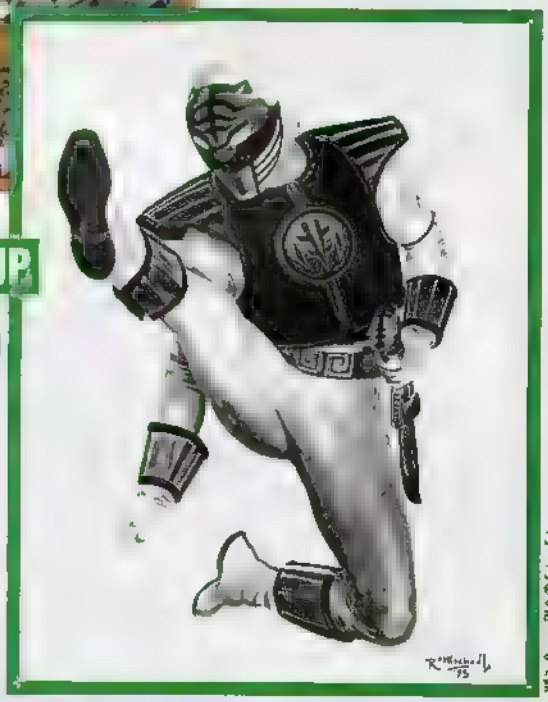
BONE-VELS (a parody of *Wizard* #42's cover)
By Michael Zagari
Valley Stream, NY



AVENGERS & ULTRON™ & © Marvel Entertainment Group

RUNNER-UP

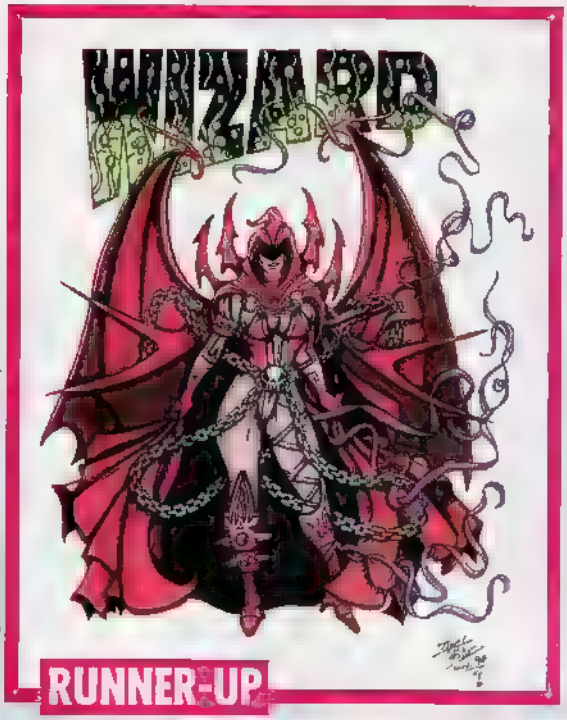
AVENGERS vs. ULTRON
By A. Diller
Colorado Springs, CO



White Ranger™ & © Saban Ent.

RUNNER-UP

WHITE RANGER
by Greg Rothschadl
Moorhead, MN



Spawn is a registered trademark of Todd McFarlane Productions. Spawn © Todd McFarlane Prod.

RUNNER-UP

SPAWN QUEEN
by Tim Tobias
San Diego, CA

Vampirella™ & © Harris Publications Inc. Betty Boop™ & © King Features Syndicate Inc. /Fleischer Studios Inc.

RUNNER-UP

BOOPIRELLA
by Arthur E. Doeppe
Mech, VA

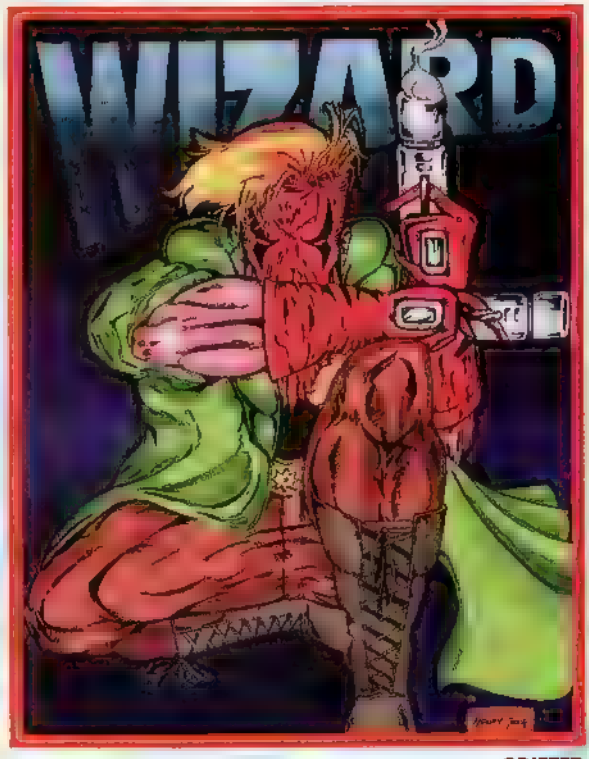
BATGIRL
by Jason West
Sicksville NY

CYCLOPS ™ & © Marvel Entertainment Group

CYCLOPS
by Ruli Ibrahim Azi
West Java, Indonesia

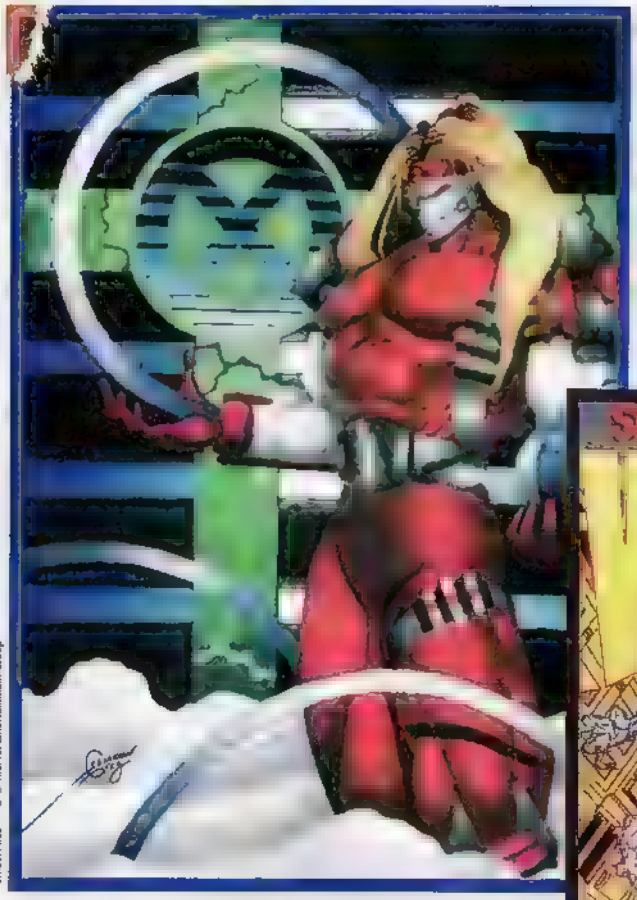
VINDICATORS
by Josh Jensen
Prattville, AL

VINDICATORS ™ & © Marvel Entertainment Group



GRIFTER ™ & © Image Entertainment Inc.

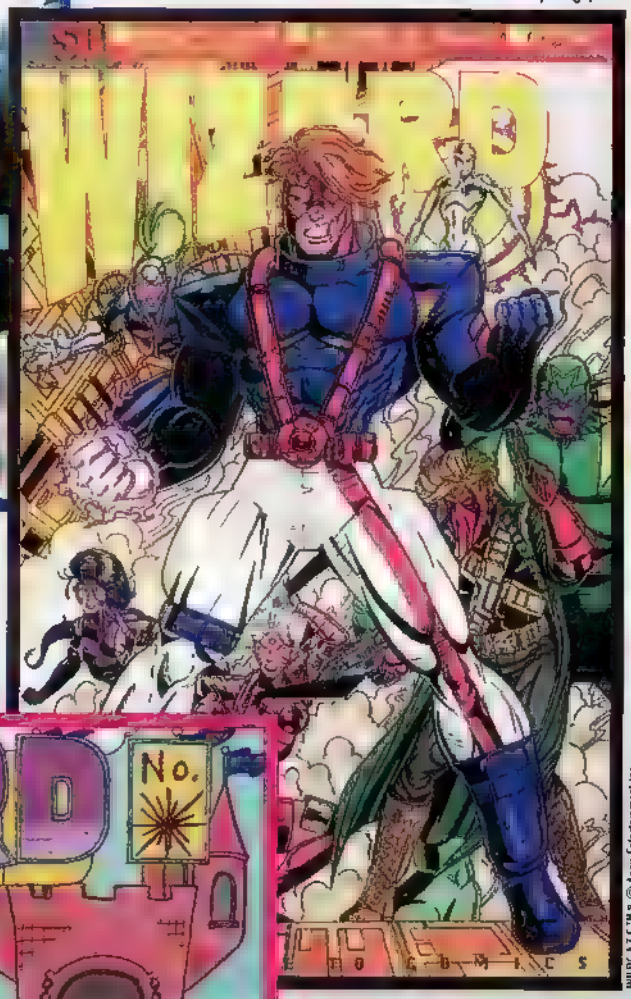
GRIFTER
by Henry Yung
Flushing, NY



OMEGA RED ™ & © Marvel Entertainment Group

OMEGA RED
by Gregory Semkow
Richmond Hill, NY

WILDC.A.T.S
by Philip C. Lane
Colorado Springs, CO



WILDC.A.T.S ™ & © Angel Entertainment Inc.

POOF & CRYSTAL
by Vicki Cusimano
Lafayette, LA

THE MAXX
by David B. Malin
Lebanon, PA

GHOST RIDER
by John Duckett
Bowie, MD

GHOST RIDER™ & © Marvel Entertainment Group

THE PUNISHER
by Loo Mun Sun
West Malaysia

THE PUNISHER™ & © Marvel Entertainment Group

Entries for The Drawing Board should be sent to:
The Drawing Board
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920-2064

Submissions can be on any form of unlined paper or posterboard, and can be in any medium (oils, crayon, line art, etc.). Neon inks will not print. Artwork must not be larger than 8" x 11-1/4". Do not fold, bend, or roll artwork. Mail flat to avoid damage. Please enclose your name and full address. All entries are nonreturnable and become property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Good luck

CUT & PRINT

The comic insider's guide to Hollywood

Hits like *StarGate* began a new era for sci-fi movies.

Sci-Fi FLIES High

Captain's Log, Summer 1995. We are the voyagers of the Starship Hollywood. Our mission: To explore strange new worlds on film and to seek out new life for some actors' careers.

In other words, to boldly go to the top of the box office charts. A highly logical fact. The trek can only be accomplished with big budgets and the films of one genre. Get ready for Sci-Fi Movies: The Next Generation. They're arriving in numbers to rival a Tribble invasion. This fall brings *Twelve Monkeys*, a sci-fi futurist outing with Brad Pitt, Bruce Willis and Madeleine Stowe set in year 2045, when a killer virus has rendered the planet uninhabitable. "It's a strange film," said Willis. "At its heart, it's a tragic love story. I do stuff in the film that I've never done before. You won't even recognize Brad Pitt." Willis is also signed for *The Fifth Element*, another sci-fi thriller.

"Sci-fi is very emotional. It's cerebral, totally bizarre. For half of *Fifth Element*, you don't know whether I'm dreaming it all up or not. It blows my mind," he said. Meanwhile, this October, Ralph Fiennes (*Schindler's List*) stars in *Strange Days*, directed by Kathryn Bigelow and produced by James Cameron.

Fiennes plays Lenny Nero, a guy who sells dreams and hustles nightmares, dealing in producing real-life experiences through a new technology that makes every sensation immediate. Said Fiennes, "When I read the script, I wasn't sure what to make of the story, but it was definitely like nothing I've ever even heard of before. That's the appeal." In the distant future, get ready for: Oliver Stone's *Planet of the Apes*, which might star Arnold Schwarzenegger; *AI* (which stands for "Artificial Intelligence"), Stanley Kubrick's first stab into the genre since *2001*; and Roger Avary's *Mr. Stitch*, with Rutger Hauer.

"Sci-fi is flying so high that we're thinking of bringing back the *Aliens* franchise. They're talking to me about it," confirmed Sigourney Weaver, whose character Ripley killed herself in *Alien*[3]. Through the magic of Hollywood, her fingernail survived and she will be cloned. "Of course I can come back," Weaver laughed. "This is science fiction. Plus I like the idea of playing someone who killed herself and then is brought back against her will."

StarGate hauled in an unexpected $77 million at the box office in 1994. "Combine that with the success of TV's *The X-Files* and all the *Star Trek* spinoffs, and it's like movie makers have woken up to a new market to tap," said Christopher Borde, a motion picture analyst for Paul Kagan and Associates (a media research firm), who added, "It's a new era. People live on the Internet and flock to virtual reality places. Movies are just reflecting the technology. And filmmakers have new, exciting possibilities for blow-your-mind special effects."

Of course, every sci-fi fan is waiting for the real end of the universe, which is when George Lucas releases a *Star Wars* prequel in 1997 or '98. Next year, Lucas will release an enhanced version of the original *Star Wars*, with restored scenes never seen before, featuring characters Han Solo and Jabba the Hutt.

—Cindy Pearlman

StaLLONE LoVES DRedd

When Sylvester Stallone armored up and donned the Judge Dredd helmet, he found freedom. "You have license to go above and beyond the bounds of good taste, or common sense," the square-jawed actor grinned. "You can push it and still say, OK, it's not me, it's

STARGATE photo courtesy of Everett Collection

[illegible] And it needs to be pushed [illegible] of it. It's larger than life, and [illegible] out all the stops. As a matter [illegible] to play it normal, it dies [illegible] must be 50 percent larger than [illegible] just to keep up with the sets!"

The [illegible] is directed by Danny Cannon, a [illegible] Brit who was weaned on the *Dredd* [illegible] books and felt very protective of their [illegible] It's a futuristic vision of the world as [illegible] where anarchy is held at bay by the [illegible] who are street cops that act as judge, [illegible] and executioner. A visual melange of *Star* [illegible] *Blade Runner* and *Escape from New* [illegible] *Judge Dredd* is an eye-popper, but may [illegible] some grumbling among loyal readers.

"I don't know if some of the people who [illegible] into the purest Dredd are going to get [illegible]," Stallone pondered, "because he never [illegible] his helmet off in the book. But we felt [illegible] had to remove his helmet in the film, to [illegible] him a more humanistic character. He, in [illegible] book, is the biggest bastard that ever was [illegible]. He is *mean*—he would arrest his mother [illegible] mean that. If he had one! With the film, I got [illegible] chance to add a little bit of humor in him."

Although the filmmakers insisted that there [illegible] no plans in place for a sequel (at least [illegible] they see how this film is received), Stallone [illegible] adverse to returning to the character of Dredd. In fact, he claimed, "You know what [illegible] truth is? You may not believe it, but this is [illegible] favorite comic book. I love Judge Dredd. I think it's so beyond your wildest dreams! It's hard-core stuff. I'd love to play him again."

—Jenny Peters

Metropolis Joins the Support for Reeve

Superman might be down, but his fans aren't letting him down. Ever since Supermovie actor Christopher Reeve's riding accident left him paralyzed from the neck down after being thrown from a horse during a tournament this summer, the people of Metropolis, Illinois, a tiny town in the downstate area, have been sending him cards, letters and wishes of support. "It has been really touching," a Reeve spokesperson said. "This boosts his spirits."

And how much fan mail has Reeve received?

"Tons," said publicity assistant Stephanie Casat. "Thousands and thousands of pieces of mail."

As Reeve recovers, the fate of another Superman movie remains up in the air. "I'm not really interested in being Superman again," Reeve said this spring before his accident. "I know the producer Jon Peters is looking into another film with a younger Superman, which is fine with me. I think that's a role that you play and then retire. No one can keep it forever."

No word from the Peters camp on whether they planned any special tribute to or mention of Reeve in the upcoming Superman film, which is still in the planning stage.

Reeve said he's not even a fan of TV's *Lois & Clark* series. "I always miss it, but not on purpose. I'm usually busy on Sunday nights," he said.

To send get-well wishes to Reeve, write to the University of Virginia Medical Center, Jefferson Park Ave., Charlottesville, VA 22908.

In other Superman-related news, a Superman animated television series by the creative minds behind the critically praised Batman animated series will begin airing in the fall of 1996. Information is sketchy at this point, but it is known that Batman animated alums Bruce Timm and Paul Dini will be helming the project. Plans call for Superman to roll out with 13 episodes next year, followed by a reported guaranteed pick-up of 52 additional episodes in 1997.

—Cindy Pearlman, Marc Shapiro

'Cin' City

After just a few sterling installments, Frank Miller's *Sin City* has established itself as the hottest comic series around. Now if only a studio exec would get hip and put the exploits of wild Dwight McCarthy, manic Marv, and Miller's other way-flawed heroes on *film*. Well, it turns out, one just might: New Line Cinema production head Michael De Luca, a Gen X-er in all but his lack of underachievement, and a big-time *Sin City* devotee. Still riding high from his prescient decision to greenlight *The Mask* for production, De Luca said recently that a possible *Sin City* adaptation ranks high on his wish list. "The book is my favorite thing out there right now," he said. "And usually if I find something I want, I go after it."

As thrilled as Miller himself would be to see Dwight McCarthyism sweep Hollywood, he continues to play it cool. "Planned movie projects so often don't actually get made; I won't believe it until I'm on the set," he said.

Still, New Line's interest would seem to present an attractive avenue back into the screen trade for Miller, who wrote the second and third *RoboCop* movies, but has since kept a low profile on this front. "The screenwriting has been on hold, mostly because I've just really been on fire with the comics," he admitted. Even so, he added with a laugh, "I've been playing around with a few ideas, so the next time I find myself getting restless, sure, I'll go get beat up by Hollywood again."

—Tom Russo

Sylvester Stallone might do a sequel to the film *Judge Dredd*.

Christopher Reeve photo courtesy of Everett Collection.

TERMINATOR attraction

Apparently, it'll take more than a vat of molten steel to guarantee that the Terminator won't be *baaach*. Universal Studios Florida recently announced plans to team up with Arnold Schwarzenegger, director James Cameron and F/X-pert Stan Winston on a new Terminator entertainment attraction slated to open early next summer.

Billed as *Terminator 2: Battle Across Time*, this quasi-sequel will in fact be an extension of the *T2* feature, and will incorporate both live-

Felix the Cat is looking forward to his own cartoon series on CBS.

action elements and sensory motion effects. The centerpiece of the attraction will be a 10-minute 3-D movie shot last spring and expected to carry a final price tag of $25 million—an impressive investment, given that *T2* cost around $90 million for well over two hours of cutting-edge footage.

Spokespeople for Universal and Cameron's Lightstorm Entertainment said *Battle Across Time* will differ substantially from such "ride movies" as Disney's Star Tours and Universal's own *Back to the Future*: The Ride, but both reps were maddeningly short on details. Better say your piece soon, though, guys—that 1997 Judgment Day deadline is coming up fast

—Tom Russo

DiSNEY CrANKS 'em Out

With this summer's release of *Pocahontas*, Walt Disney's 33rd animated feature, the company has cemented its stronghold on the world of top-quality animation. While in the old days it was years between the release of each of the company's animated features, now they're being scheduled fast and furious, with an ambitious slate of two films released per year, on track well into the 21st century

"I think it's unfair to call it an assembly line," insisted Peter Schneider, the president of Disney's Feature Animation Division. "I understand it may feel like that, in some sense. But it certainly is not our intention. It's really about giving filmmakers an opportunity to make movies. And because the process is made better by keeping people around for long periods of time, one has to schedule it so that the artists are available to the filmmakers to make movies. It's cost-effective to hire somebody for three or four years, as long as you have a series of movies coming down."

His division now employs 1,200 people in three studios (California, Florida and France), a dramatic contrast from only 175 employees in 1985. "For the longest time, nobody in this country wanted to know about animation," said *Pocahontas* director and animation artist Eric Goldberg. "They were looking at it and saying, 'Who cares? That's good for cereal commercials, and that's that.' Now these movies have attained a popularity that is equal to the stature of live-action films, which is a great place to be."

It's a place chock-a-block with opportunity, as the division revs up for a massive push into the new century. Next up, due this Thanksgiving, is *Toy Story*, the company's first completely computer-animated feature. Tom Hanks and Tim Allen lend their voices to this tale of toys that come alive. In the final stages of hand-drawn animation is a retelling of *The Hunchback of Notre Dame*, scheduled for summer 1996. Actors Tom Hulce and Demi Moore lend their voices to the two lead roles in that one

Rounding out the current slate are *Hercules*, planned for summer 1997, *The Legend of Mulan*, a Chinese folktale; and *Tarzan*, a retelling of Edgar Rice Burroughs' classic jungle yarn. Perhaps the most ambitious of all is *Fantasia Continued*, the pet project of Walt's nephew, Roy Disney, featuring six classical music pieces conducted by James Levine. Watch for that one in 1998

—Jenny Peters

The CAt's MEOw

CBS television has given that rarity, a full 13-episode commitment, to *The New Adventures of Felix the Cat* beginning this fall. Film Roman will create the project. The look of the show will fall to producer Timothy Bergland and senior designer Michael Deiderich. The executive producers are Phil Roman and Don Oriolo. The show's writers are Martin Olson and Jeremy Kramer, while the four individual units will be directed by Lynn Naylor, Milton Knight, Dominic Polcino and Robin Steele With the 13-episode commitment, CBS has promised Felix production company Rough Trade, famous for its work on *The Simpsons* and *The Critic*, total creative control. *The New Adventures of Felix the Cat* will air Saturday at 11 a m (EST).

—Marc Shapiro

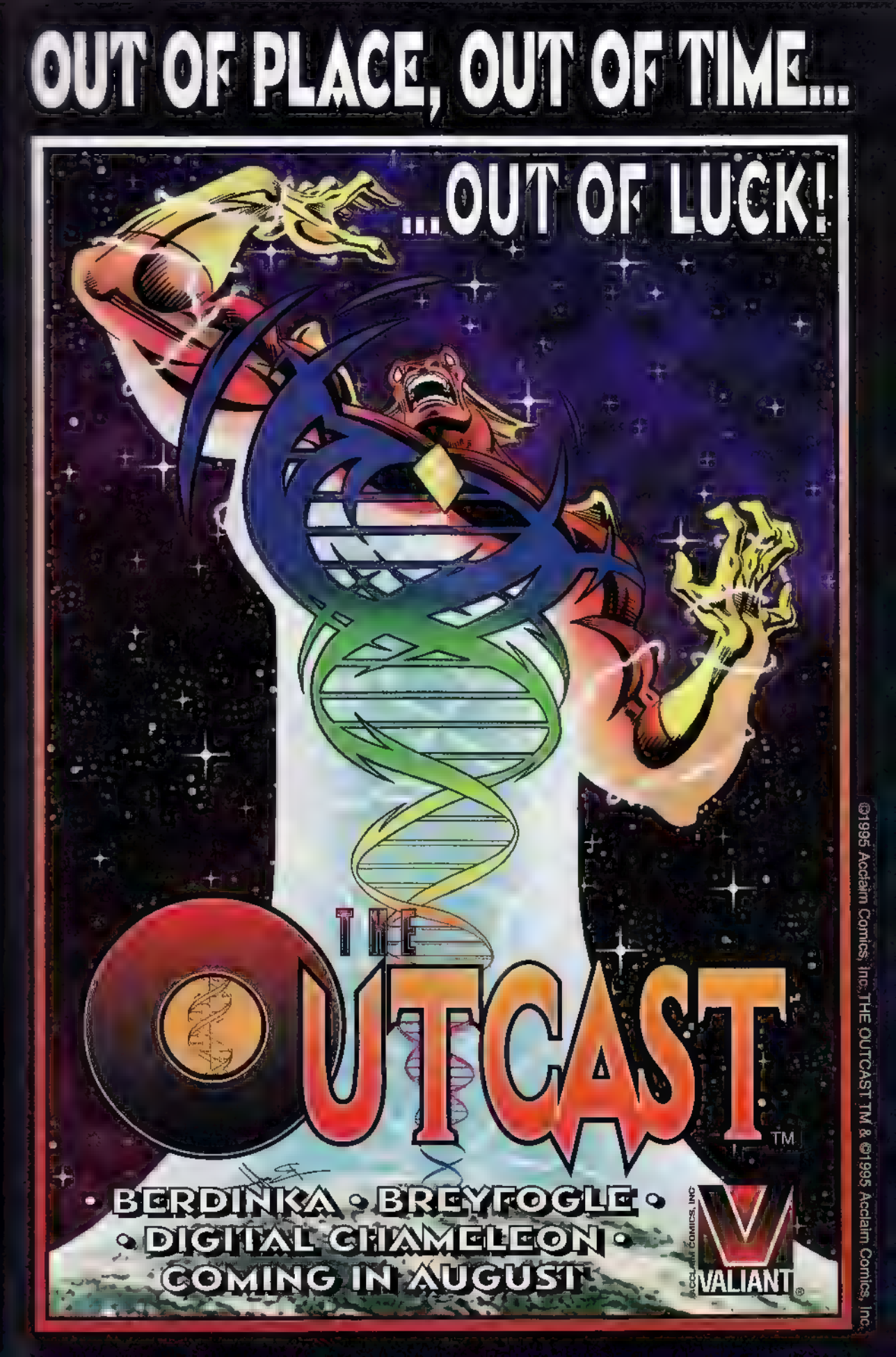
OutTAKes

Be on the lookout for creators from the Legend comic book imprint to make cameos in the upcoming *Barb Wire* film, starring Pamela Lee ...More famous names will be sitting across the couch on upcoming episodes of *Space Ghost: Coast To Coast*. Guesting on episodes throughout the year will be wrestler/actor Hulk Hogan, Alice Cooper, Michael Stipe of R.E.M., David Byrne, Sandra Bernhard, Thurston Moore of Sonic Youth and *The Simpsons*' Matt Groening ...It's the end of the line for the animated *The Little Mermaid*, which has been canceled by CBS. The show ran for a total of three seasons and includes a total of 30 episodes....Continuing to wield a bloody ax, CBS also showed *Garfield and Friends* the door after seven seasons and 121 episodes....Given an additional eight-episode life is the show *Aladdin*....The direct-to-video *Darkman II: The Return of Durant* adventure

Larry Drake comes back as Durant in *Darkman II: The Return of Durant*.

arrives in video stores this July, starring Arnold Vosloo (*Hard Target*) and Larry Drake as returning villain Durant. This is the first of a direct-to-video Darkman series, under executive producers and Darkman creators Sam Raimi (writer-director of the original 1990 film) and Robert Tapert....A one-hour Terry and the Pirates live-action TV series is in the works. The buzz is that Terry will be on TV screens before year's end. Co-producer Michael Uslan said an announcement is pending, and also hinted that a Spirit film, featuring Will Eisner's classic character, is also in development....Having already had their "final" exploits, Jason of the *Friday the 13th* franchise and Freddy Krueger of the *Nightmare on Elm Street* franchise are teaming up courtesy of New Line Cinema. According to New Line's Michael De Luca, production on *Freddy vs. Jason* will begin sometime next year ☆

FELIX THE CAT™ & © King Features Syndicate. Larry Drake photo by Melinda Sue Gordon.


OUT OF PLACE, OUT OF TIME...
...OUT OF LUCK!
THE
OUTCAST™
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• DIGITAL CHAMELEON •
COMING IN AUGUST
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KONTEST

Midway Presents:

The Choose Your Kombatant Kontest

Y'know, every time we here at ***Wizard*** have a couple extra quarters in our pockets, we truck on down to the local arcade to play a little ***Mortal Kombat 3***. And believe it or not, we probably have the most fun selecting our Kombatants. Will it be an old guard like Sub-Zero or Sonya? Or one of the new breed like Sheeva or Kabal? We like deciding, and now we'd like to see what you'd do.

This contest is sponsored by **Midway Manufacturing Company**, makers of some darned fine video games and (They're coming back!) pinball machines.

HOW TO PLAY

We want to know who your favorite Kombatant is. Better yet, we want to *see* who your favorite Kombatant is. So we want you to take a picture of yourself choosing your Kombatant on the start-up screen of *Mortal Kombat 3*. And don't be givin' us any lazybones "Generation X" I'm-too-bored-to-do-this crap, either. Because sending in a photo could definitely be worth your while. Check out the prize.

THE PRIZE

GRAND PRIZE

One lucky randomly selected participant will receive (get this!) the ***Mortal Kombat 3* arcade game**! That's right—the big sucker! Be the envy of your friends! Take all their quarters! Never worry about parking meter change again!

Fill this sucker out, attach it to your photo (no Polaroids, and focus), **put it an envelope and send to.**

Choose Your Kombatant Kontest
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

ENTRIES DUE BY SEPTEMBER 29, 1995!

OFFICIAL CHOOSE YOUR KOMBATANT FORM

NAME

HOME ADDRESS

CITY STATE ZIP

PHONE DATE OF BIRTH

FAVORITE LUNCH MEAT CONDIMENT

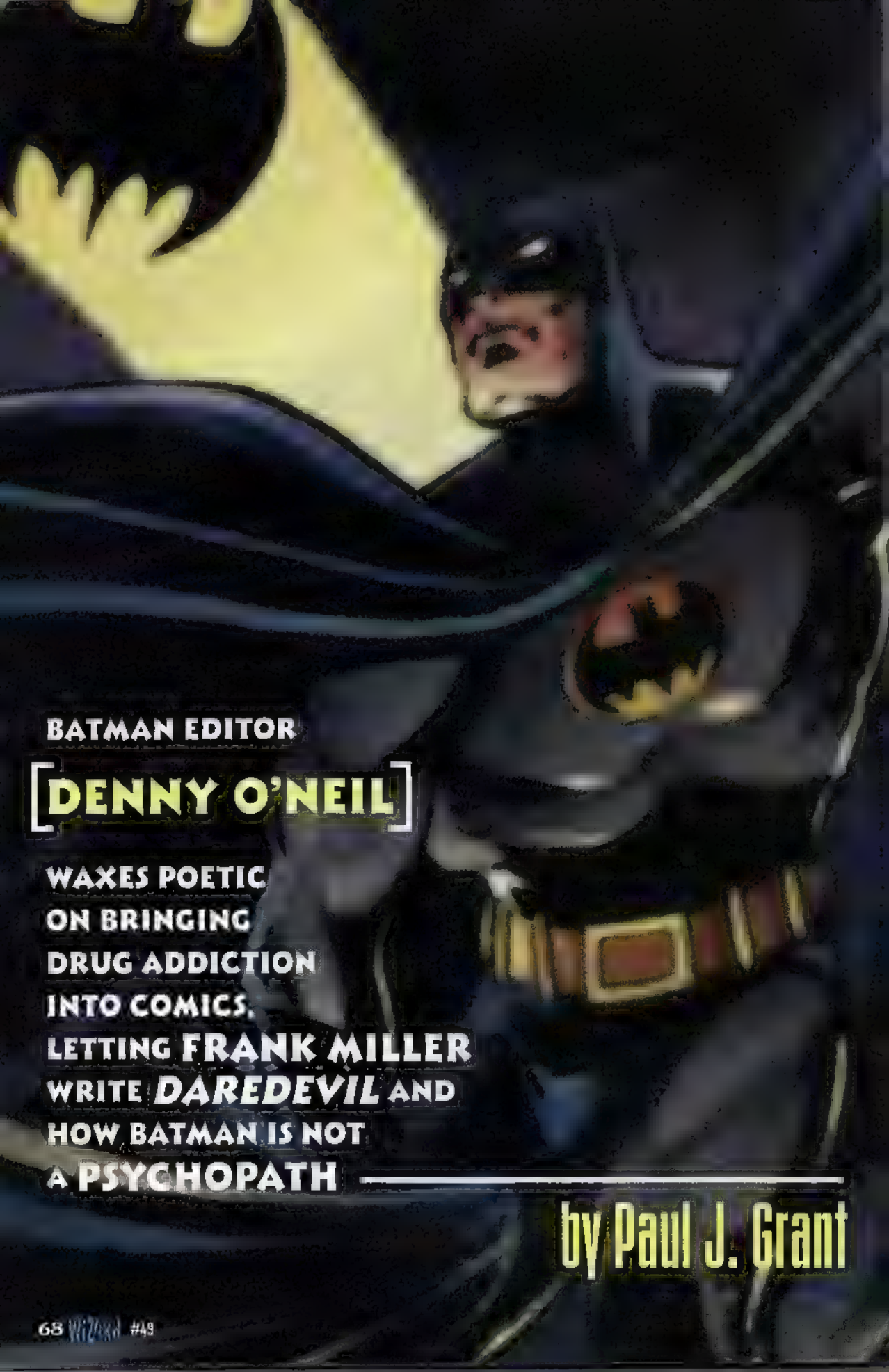
DID YOU ATTACH YOUR PHOTO TO THIS FORM?

VERY TINY IMPORTANT STUFF

Contest is open to anyone except employees of Wizard Press, Midway Manufacturing Company, their immediate families and that damn Jax character who keeps killing me. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5 inch index card and attach the form or card to your photo. No purchase necessary otherwise entry: Write your favorite *Mortal Kombat* character and his fatality move on a 3-by-5-inch index card. Mail each entry separately to: Choose Your Kombatant Kontest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. Enter as many times as you like. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize will be offered. Prize is awarded to the name of contest winner and is not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules herein. Remember: Thanksgiving, good; fire, bad. **All entries must be received at contest headquarters by September 29, 1995.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winner will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on October 15, 1995.

For the winner's name, available after October 15, 1995, send a self-addressed stamped envelope to: Choose Your Kombatant Kontest Winner, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Mortal Kombat, MK3, Dragon Logo and Midway™ & © Midway Manufacturing Company



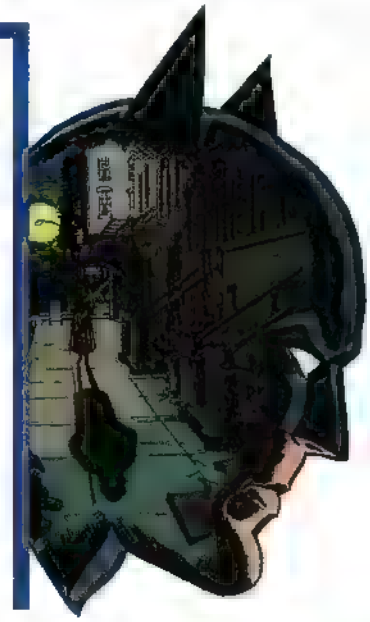
BATMAN EDITOR

[DENNY O'NEIL]

WAXES POETIC ON BRINGING DRUG ADDICTION INTO COMICS, LETTING FRANK MILLER WRITE *DAREDEVIL* AND HOW BATMAN IS NOT A PSYCHOPATH

by Paul J. Grant

Keeper of the KNIGHT



Dennis O'Neil was born in May of 1939, which is, perhaps coincidentally, when Batman was born in *Detective Comics #27*, something the editor and sometime-writer of DC Comics' Batman line of books says he doesn't "like to think about too much." Perhaps no one else besides Bob Kane has been closer tied to the character of Batman, at least since the dawn of the Silver Age. O'Neil has written scores of Bat-stories, created Azrael (with artist Joe Quesada) and has served as the editor of the core Batman titles at DC since 1985, bringing the character to new heights. At that's just one facet of O'Neil's long and distinguished career at DC, Marvel Comics and Charlton Comics, beginning with a brief stint as an editorial assistant at Marvel under Editor-in-Chief Stan Lee and editor Roy Thomas at Marvel in 1965.

WIZARD: How did you come to Roy Thomas' attention?

DENNIS O'NEIL: I was a reporter on a small newspaper in Cape Girardeau, Mass., and I did two articles on comic books. Roy's parents were subscribers to the paper, and Roy was making the transition from English teacher to comics professional, so I did a third article about Roy. About a month later, I got the Marvel Writer's Test from him, which consisted of four pages of the Fantastic Four without copy, and he said, "Do you want to take this test and try out to be an editorial assistant?" I filled in the word balloons with dialogue, and a week later he called with a job offer. It was too good to pass up, but I don't think I was too serious about it as a lifetime career choice.

What did you do as an editorial assistant?

I wrote some copy, did some proofreading and letter pages, and wrote some of the books that neither Roy nor Stan wanted to deal with—*Millie the Model, Patsy & Hedy*, some Westerns. One of the reasons Roy and I were hired was that Stan had run the shop by himself, [writing and editing] everything, and it became too much work for one guy. I was the third guy in editorial, but it only lasted six months. Stan became disenchanted with me, so I went freelance. I did a lot of other work in those early days, but kept coming back to comics. I seemed to have an aptitude for them. I was still doing a lot of work for Marvel, then I heard that [artist-editor] Dick Giordano was looking for writers for Charlton, so I went to see him, and for a while I was working for both companies.

What were your responsibilities at Charlton?

You name it. I did what passed for humor in those days, some Westerns, an issue of *Thunderbolt*. One thing that I still occasionally hear about is a one-shot called "Children of Doom," which appeared in *Charlton Premiere* #2, that occasionally makes somebody's "10 Best [Stories]" list. There were no consequences attached to these things. We were doing them for four bucks a page, and there was no such thing as royalty or reprint money. It was a great freedom and a great sort of learning experience.

When did you make the move to DC?

In 1967 or 1968, Dick Giordano asked me, "How would you like to do exactly what you're doing now, but for three times the money?" What had happened was Dick was hired by DC, and brought along with him five freelancers—[writer] Steve Skeates, [artists] Steve Ditko, Pat Boyette, Jim Aparo and me.

Describe what DC was like in the late '60s.

VITAL STATS:

Name: **Dennis O'Neil**
Date of Birth: **May, 1939 in St. Louis, Miss.**
Occupation: **DC Comics Group Editor, writer**
Base of Operations: **New York**
Nicknama: **Denny**
Career Highlights: **Returned Batman to his darker roots with artist Neal Adams in the early '70s; among the first to write socially relevant stories in the critically acclaimed *Green Lantern/Green Arrow* with Adams; edited Frank Miller's original run on *Daredevil*, as well as *Batman: The Dark Knight Returns*; oversaw the 1988 "Death of Robin" 900-number reader poll, which saw the demise of the sidekick; spearheaded the recent "Knightfall," "KnightQuest" and "KnightsEnd" stories, which lifted the Batman titles to new sales heights.**

It was a very different place, in that comics were considered dreck by a lot of people involved in producing them. I had a sense that the people who were in charge didn't have any respect or interest in them. Some of the freelancers had enthusiasm for what they were doing, but overall, there wasn't much. It was meet-the-deadlines, get-the-stuff-out, and keep-a-low-profile. It was much simpler, because it didn't make any difference who wrote a particular issue of *Potato Salad Man*, except maybe to a few fans out there. The creative people were considered to be interchangeable, and there was no continuity to worry about. If you were the editor of *Batman*, you'd commission Batman stories, and fill up your drawer with them, and when it was time to publish something, you'd pull one out. I'm oversimplifying, but not by a whole lot.

What was your first big-time book?

Your question presupposes that we were assigned to books, and that wasn't true. You dropped off a job, you talked to the editor, he gave you an assignment. It might be *Batman*, it might be *Green Lantern*, but it was never a format arrangement like it is now. It turned out that, by the time I was done with it, according to [former DC writer-editor] Mike Barr, I'd written 86 Batman stories, but there was never a commitment on my part to the company to write any particular series, or vice versa.

You wrote a lot of Batman stories before you took over *Green Lantern* [in 1970].

I think that was the chronology. [Artist] Neal Adams and I did "Secret of the Waiting Graves" in *Detective Comics* [#295]. DC wasn't doing the TV version of the character anymore, and [DC editor] Julie Schwartz asked me if I'd like to take a crack at him. My brilliant inspiration was to simply take the character back to his roots, which is basically what Neal and I did.

What was it like to work with Neal Adams?

In the sense of collaboration as it's understood today, we didn't. I won't say we never talked over stories, but it wasn't a regular thing at all. When we did the drug stories in *Green Lantern/Green Arrow* [#85-#86], we went around together and interviewed drug rehab people, so I'm sure we must have talked about the direction of the stories then, but it wasn't like [*Batman*'s current writer and artist team] Doug Moench and Kelley Jones talking on the phone three times a week.

The *Green Lantern/Green Arrow* stories have been reprinted so many times they've become part of the curriculum of comics. At the time, was it just another assignment, or did you feel like you were onto something special?

After a while, we knew that we were doing something that hadn't been done in comics before, that we were pushing the envelope of the superhero medium. That made it exciting.

Where did you get the idea of teaming the two characters, and doing socially relevant stories?

I was still doing a lot of journalism, and for a long time I had wondered about combining my two vocations. Along comes Julie Schwartz, who says, "This book seems to have lost its way. Do you have any ideas?" It was a no-loser situation. If we failed, the book was in a decline anyhow. It was much more freedom than I'd been offered in writing comic books up to that point. There were a number of things that I was genuinely concerned about, and still am. The initial impetus for the series came from the idea of combining real-life concerns with the kind of extravagant fantasy/melodrama that superhero comics are.

As for Green Arrow, we needed to set up a dialectic, and we needed someone for the

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k nd of stra ght-arrow cop that I conceived Green Lantern to be to play off of. Green Arrow had been around since the early '40s, but he dian't have a personality, so we could do anything we wanted with him

Why did you turn Green Arrow's teen sidekick Speedy into a drug addict?

I was living in a neighborhood that was full of drug add ction So if we were doing a series about problems the country was facing, we would have to do a story about drug addiction Ask me now, and i'd say that alcohol addiction is a much bigger problem than heroin addiction, but at the time I didn't think so eventual y got around to that when I made Tony Stark [a.k.a. Iron Man] an alcoho ic [for a second time] when I was writing *Iron Man* [for Marvel] Maybe in terms of comics, the most rad cal thing we d d was take an established hero like Speedy and make him a junkie

Bear in mind that nothing like this had been done before. It was real heresy for the time, and putting it on the cover was flaunting the heresy. We had the Comics Code seal on our books, so we did have to make a few changes all of which I thought were ill-adv sed, and I could use stronger language if there weren't a tape recorder running [Editor's Note: The Comics Code is a list of content guidel nes, set up by the Comics Code Authority in 1954, that publishers have to follow in order to keep the Code seal on their books' covers. The seal makes it easy for parents to know it's a "safe" comic for their children to read]

The sales on *Green Lantern* did not pick up sufficiently to keep the book going, however, so it was more of a critical success than a financial one

Insofar as there was such a thing as comic book criticism, we were a big success. It was the first success that got comic book guys invited on talk shows, and got written about in newspapers. Neal and were possibly the first comic book celebrities, but there was no machinery in place for exploiting that

[illegible] you leave DC for an [illegible] al position at Marvel [illegible] s in 1978?

[illegible] felt that I had hit a dead end there I was a very reliable writer, but wasn't getting the interesting assignments anymore, and began to worry that I was becoming a Xerox machine. I was looking for a way to earn my living that would depend to some degree more on experience and knowledge than on writing talent. [Former Marvel Editor-in-Chief] Jim Shooter offered me a job as an editor I took that back to DC, whose reply was to increase my earnings by giving me more writing That wasn't what I was looking for so went to Marvel for seven years

[illegible] memories do [illegible] that period?

The first couple of years were wonderful. The company was in an upsurge, and I was working with a lot of really interesting young talent, like [writer-artist] Frank Miller, who had just started on *Daredevil*.

At the time Miller came to you and said he wanted to write the book after a year of drawing it, it was very uncommon for an artist to want to write. How did he convince you?

The book's sales were going up, but there was disagreement between Frank and [series writer] Roger McKenzie, who were [good friends], and I didn't know which one to choose. I'm not Solomon, so I made the decision on commercial grounds, feeling that the art had more to do with the book's success than the writing. Frank had done a credible job writing an eight-page back-up story, so reluctantly, I split the team, and then Frank became the writer—at first with a lot of editorial input, but that diminished He would turn in a new book every three weeks, and I had to remind myself to read it critically, because I was reading it for pleasure

Besides editing, you also wrote several titles

I wrote *Amazing Spider-Man* at first for a little over a year, then *Iron Man* for three years, and *Daredevil* for about two years after Frank left. *Daredevil* was an act that nobody wanted to follow, and it was probably not wise of me to follow, but I did, and at least I eventually had the advantage of working with [artist] Dave Mazzucchelli.

Why did you decide to leave Marvel?

As gently as I can put it, there were serious disagreements between myself and my boss That being Jim Shooter.

Yeah. It was becoming harder for me to function in either capacity, as writer or editor

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O'NEIL TOOK A CHANCE ALLOWING A YOUNG ARTIST NAMED FRANK MILLER THE OPPORTUNITY TO TRY HIS HAND AT BOTH WRITING AND DRAWING *DAREDEVIL*. THE REST IS HISTORY.

When did DC offer you a job as Batman editor?

I had first been offered the job in 1982 by Dick Giordano, who had become DC's editorial director. I was set to do it, then I had a brush with heart disease, and my doctors said don't take a chance on losing your medical coverage, so I hung onto the Marvel job. When Dick offered me the job a second time in 1984, I was very inclined to take it. So I quit and called Dick, and said, "When do you want me to start?" He said, "Oh, we filled the job." So I was without a job for three weeks, but I had a *Shadow* graphic novel to write [*Marvel Graphic Novel #35*], so that filled that time. One day around Christmas, I found a message on my machine saying, "Welcome aboard. You start on January 2."

Were you given a particular agenda as Batman editor, or did you bring one with you?

I knew that [DC was] not satisfied, and sales were not what it wanted, so I saw my agenda as to make some changes, and make 'em big and noisy. With great pain and reluctance, I got rid of most of the creative team, although one of them [*Batman* writer Doug Moench] I hired back as soon as I possibly could. I felt it was necessary to send a message to the readership that we're starting fresh here, so everybody down to the letterer and colorist was replaced.

So who did you bring in?

A whole bunch of people. Some of them worked out, and some of them didn't. I don't want to get into that. I made some bad casting decisions. We floundered for a while. The first thing that I was really happy with was getting [artist] Jim Aparo back. He's a writer's dream, in that he will find a way, no matter what dumb thing you ask him to do, to do it. And he's even more of an editor's dream because he would do one page a day and it would always be perfect.

Currently, Batman is primarily in the hands of three writers: Chuck Dixon, Alan Grant and Doug Moench [writing *Detective Comics*, *Batman: Shadow of the Bat* and *Batman*, respectively].

My three main men. I think they are the three best pros in the business, and it's not an accident that they're working for me. First and foremost, they're storytellers who have chosen to work in this medium, rather than people who just love comics so much that they have to get into them somehow. They understand the responsibilities that come from being a professional writer, and all three are good at all the Batman elements, mood, action, mystery and some element of detective work.

There's a criticism that you can give yourself the "plum" editing assignments, like the *Batman/Punisher* crossover, *Sword of Azrael* and the movie adaptations. What's your response to this?

Most of these better assignments were given to me by other editors and staffers. For instance, it was the writers' consensus to give me "Knightfall." And I don't consider the Batman movie adaptations to be a "plum" assignment.

One of the most controversial events early in your tenure as editor was when Jim Starlin came on and wrote the "Death of Robin [a.k.a. Jason Todd]" epic, the outcome of which was left to public vote [via a 900-number telephone call]. Was there ever any doubt that the character would be killed off?

Absolutely! Dick Giordano would have bet you $1,000 that he wouldn't be. I thought it would be a landslide thumbs down, and he thought it would be a landslide thumbs up. I voted thumbs up, because as we got further into the stunt I realized that it would have a colossal editorial problem if Jason Todd did not survive, and I did. Both Dick and I were wrong about the landslide. It was about 54 votes, very close.

Eventually, you brought in a third Robin.

All credit to [writers] Marv Wolfman and Chuck Dixon for that. I think the third is the best of them.

Why do you think there needs to be a Robin at all?

For a long time, I didn't think so. As a writer, I sent the first Robin [a.k.a. Dick Grayson] off to [Hudson] University at one point. I've changed my mind about that to some degree. It's always useful for the hero to have a sidekick to be a surrogate for the audience, to express admiration for the hero in the way the hero cannot do. It also gives the character someone to play off of and explain things to, as a means of exposition. Robin and Alfred also lighten things up a bit. There's always a danger of Batman becoming so grim that it's not entertaining anymore.

Let's talk about Batman, Azrael and the dichotomy of heroism that was at the heart of "Knightfall" [1993's 19-part story where the villain Bane broke Batman's spine and Bruce Wayne was subsequently replaced in the Bat-role by a psychotic young vigilante called Azrael].

"Knightfall" was the most interesting thing I'd ever done, because it was a very complicated story, but dammit, it was a story, and it was thought out pretty much ahead of time. From the very beginning, it was going to be

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a story that dealt with the question of "What is a hero?" As a kid, I saw heroes who did not love violence and never killed unless they had to, and nowadays in movies the body count hits 70 before the credits are over and people laugh at somebody dying in some unimaginably horrible way. All of this struck me as very anti-humanistic.

"Knightfall" started with two things. Over lunch in London one day, Peter Milligan, who was writing *Detective* at the time, said he'd like to put someone else in the Batsuit for a couple of issues. Peter left the assignment shortly thereafter, but that stuck in my head. We paid Peter for the idea; we're not this heartless capitalist thing that we're supposed to be. That got combined with the other idea, to explore what it means to be Batman.

Before we were done, there were 71 comic books, a BBC radio series and a novel which I wrote in six months. It was an interesting mountain to climb, and I never want to climb it again, but I had the privilege that I don't think has been given to any other storyteller in history, of telling the same story in three different media simultaneously. And telling a story about a character who's probably recognized by 80 percent of the civilized people on the planet.

Was Azrael based in part upon your Catholic school upbringing?

Not consciously, although that seems to be creeping into it. At first, I just needed an anti-Batman. Azrael was a plot necessity. He was created to serve a function in that big overall story.

You're now writing the ongoing *Azrael* series every month. Where do you plan on taking the character now that you've essentially given him a clean slate?

In the first set of story arcs that comprise the first year and a half, he will have an identity. He will come to terms with who and what he is. That doesn't mean all the problems associated with that will go away, but at least he will have the sort of self-knowledge that any sane person ought to have. He will also have a franchise, a thing that he does with his powers that none of the other superheroes do. Right now, by my definition, he's not a hero, because he's being led by forces he doesn't understand and can't control.

Over the years, Batman is the character with whom you've been most associated. How have your feelings about the character evolved over time?

I've probably thought more about Batman than anybody, apart from my child. In college writing classes, they teach us to write what we know. Well, I have never been on a rooftop at three o'clock in the morning waiting for a maniacal serial killer, but I've written that scene any number of times. I think you write to your fantasies, to the archetypes that appeal to you, and when you inherit a character you—mostly subconsciously—shape the character to something that you're comfortable with. Since taking over the job of Batman editor, I've had to think about him a lot in terms of archetypes and mythos.

One word that has been bandied about regarding Batman over the years has been "psychopath."

Not by me. By another prominent writer who's handled the character.

Frank Miller?

Yeah, that would be a name that would come right to mind. This is a deceptively complicated question. Batman is like *Hamlet*; there's no one right way to do it. I don't quarrel with any of my predecessors' interpretations. I find some of them far more entertaining than others, but I don't consider any of them "wrong," in the way that fans sometimes vehemently denounce something. I reject the label; I don't reject somebody else's right to *interpret* him that way. It's largely a matter of emphasis.

Where do you think the emphasis should be placed?

He's got to be a hero, and that precludes psychopath. A psychopath can't be a hero. Psychopath indicates a lack of volition, and you have to be able to make choices, or you're not a hero, you're just some kind of mechanism. The other element which is relevant here is the refusal to take human life. Psychopaths and sociopaths are absolutely indifferent to the suffering of others. One of the elements of Batman that we don't play up very much is his compassion. He feels for the victims and takes no joy in causing pain. That's a lot of what "Knightfall" was about: what the word "hero" means in the '90s. One of the concerns I had was that our interpretation had become outdated, which doesn't seem to be the case, thank heaven.

Could Bruce Wayne ever retire [as Batman]?

He gets an enormous amount of satisfaction being Batman, but could stop at any time and eventually will. In my private biography, when Bruce Wayne turns 50 at the latest, he'll stop this and I hope, for his sake, discover women and the joys of home and hearth.

How do view your relationship to Batman?

When we did the "Death of Robin," I realized that I had been thinking about my job incorrectly. I'd been thinking of myself as a writer and editor, and I realized I am the custodian of folklore.

Would you be comfortable meeting Batman socially?

No! I don't think I'd be able to stand the guy! Think about meeting Batman. This is the most perfectly developed physical specimen on earth. Of course you'd be intimidated! What would you say to him? "Can I have your autograph?" ★

THE BATMAN ALSO WAXES POETIC...

Paul Grant, who wrote the article on The Big Guy and Rusty the Boy Robot *on page 90, became a part of folklore when he killed Babe the Blue Ox by accident.*

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Creators in motion

Wizard takes a look at eight of Vertigo's most underrated writing talents

GARTH ENNIS
ELAINE LEE
JOHN NEY RIEBER
TED MCKEEVER
JERRY PROSSER
STEVEN T. SEAGLE
PAUL JENKINS
MARK MILLAR

WRITERS

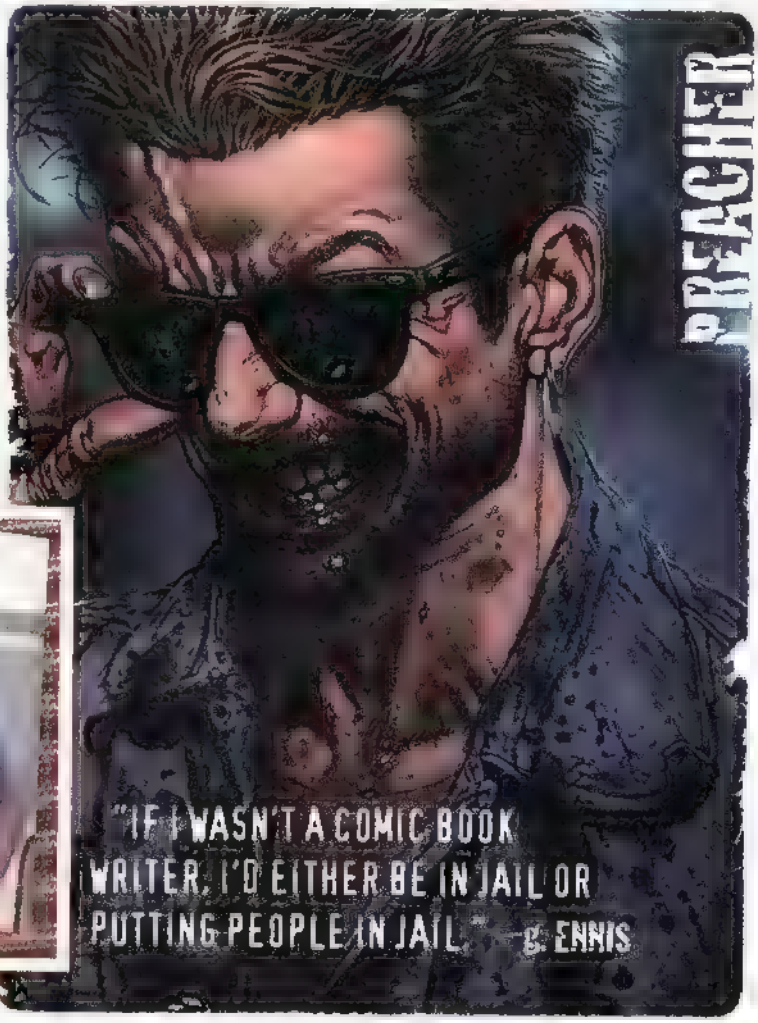
BY MARC SHAPIRO

garth ENNIS

What kind of a mind lurks beneath the pages of a book that's a part of DC Comics' alternative imprint, Vertigo? Let Garth Ennis count the ways. "Qualities like bitterness, surliness, general unpleasantness and a twisted mind tend to score pretty high. So do resentment against large parts of the world and a lack of care for basic human decency."

And how many of these quest onable traits fit the good-natured Irishman currently plying his trade on Vertigo's *Preacher*? "I'd say most of them," he chuckles. "If I wasn't a comic book writer, I'd either be in jail or putting people in jail, because most of these traits fit the average police officer."

Ennis, born in Belfast, Ireland, always knew he wanted to write. "But it was only when people began telling me that I could make a living at it that I began to take it seriously." Following an early exit from the academic world ("After three months, I found college an absolutely miserable experience, so I dropped out"), he made his first comic sale to a local publication called *Crisis*, which soon led Ennis to the greener pastures of Judge Dredd assignments for the British comic *2000 A.D.* "I was building my reputation more by accident than by design," he laughs.

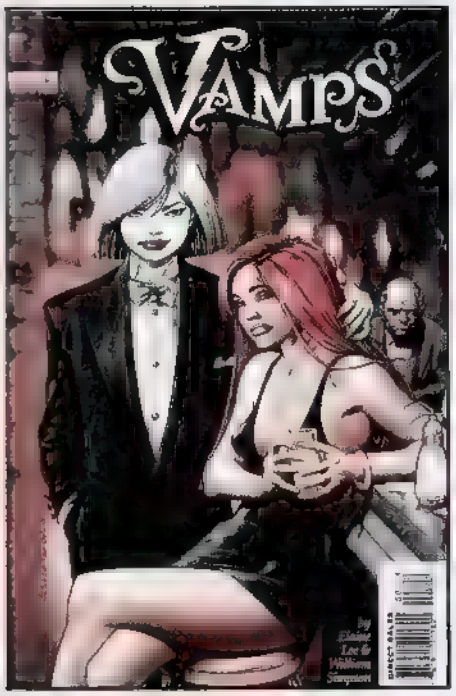


"IF I WASN'T A COMIC BOOK WRITER, I'D EITHER BE IN JAIL OR PUTTING PEOPLE IN JAIL." —G. ENNIS

[illegible] reached across the Atlantic [illegible] telephone call from Vertigo to hop [illegible] Coincidentally, his *Hellblazer* [illegible] about the time his long-[illegible] *Goddess* mini-series was finished. "The *Goddess* proposal went in in 1989 and [illegible] writing it in '92," says Ennis of the [illegible] mini-series whose first issue shipped [illegible] spring. "But you know how it is with [illegible] artwork. It tends to take a little time."

DC's *Demon* and his creator-owned *Preacher* for Vertigo were the next notches on [illegible] belt, which in turn led to a Punisher one-[illegible] for Marvel Comics, as well as the upcom[illegible] *Batman*, a *Batman: Legends of the Dark* [illegible] one-shot called *Heartland* and a *Judge Dredd: Legends of the Law* story arc that remains [illegible] in mystery, all for DC. "In theory, this [illegible] how it happens," explains Ennis of his big [illegible] workload. "As long as your stuff is good, the response is good and you don't do anything to [illegible] any major noses out of joint, you're in. If the audience decides that your stuff sucks, then [illegible] career [gets] knocked in the head."

While Ennis offers that the *Goddess* mini-series effectively completes its main charac-



ter's quest, he warns gleefully that there's a lot more *Preacher* to come. "The next storyline is set in New York [City], where Jesse [the main character] begins a search for God in some rather unlikely places and gets involved in an underworld of corrupt cops and pornography. There will also be something of an origin story later in the year, where Jesse goes to take care of business with his family and runs up against his hideous grandmother."

The writer, who claims to be "incredibly fond of *Preacher* at the moment" with series co-creator/artist Steve Dillon, jumps back to

what makes the ideal Vertigo writer tick. "A nasty sense of humor helps. Laughing at the afflicted is a good one. A strong sense of social injustice helps. In fact, that might actually be my one redeeming feature. But that could just be a part of the surliness."

elaine LEE

"I think you have to be a little bent," chuckles Elaine Lee, speaking of the mindset necessary to write cutting-edge comics like her Vertigo title *Vamps*. "You can't be nervous about showing all the parts of yourself, especially your most evil thoughts."

Lee's "evil thoughts" have found their way into a myriad of tales including her hot biker babe book *Vamps*, *The Steeltown Rockers* for Marvel, *Starstruck* for *Heavy Metal* magazine, *Saint Sinner* for Marvel's short-lived Razorline imprint based on concepts by horror novelist Clive Barker and *Indiana Jones and the Spear of Destiny* for Dark Horse. And the self-described southern belle claims that a big reason why she's a writing star on the rise is her ability to bring flesh and blood to the paneled page. "I think I'm very good with characters," she offers. "My dialogue is good, and I talk about things that other people don't. I guess I'm a lot like my characters. I know I was pretty mean as a kid," she laughs.

Much of that mean streak slices electric through the pages of *Vamps* which,

"YOU CAN'T BE NERVOUS ABOUT SHOWING ALL THE PARTS OF YOURSELF, ESPECIALLY YOUR MOST EVIL THOUGHTS."
—e. LEE

PREACHER ™ & © Garth Ennis and Steve Dillon. VAMPS ™ & © Elaine Lee and William Sampson. SHADOWS FALL ™ & © John Ney Rieber and John Van Fleet. THE EXTREMIST ™ & © Peter Milligan and Union City, Inc. All other artwork and characters ™ & © DC Comics.

recalls Lee, had its origin four years ago in a skull session between series artist William Simpson and herself. "[William] wanted to do girl vampires, and I thought, 'Well, let's make them different.' Initially we thought about doing an all-girl vampire rock band, but I thought we'd end up doing pages and pages of them pretending to play their instruments. So I said, 'What about biker girl vampires?'"

Elaine Lee, born and raised in North Carolina, had an active fantasy life going from comic books as a child to acting as an adolescent and finally to New York City, where—between acting jobs such as the daytime soap opera *The Doctors*—she rediscovered comics. "It was at that point that I started reading *Heavy Metal* magazine and all that stuff that was coming from Europe. It was something new and different, and it got me interested again."

So interested, in fact, that when her idea for a play, entitled *Starstruck*, caught the fancy of comic artist Michael Kaluta, she jumped at the new avocation. *Starstruck*, the comic, made it to *Heavy Metal*. Her *Morgan Tales* appeared in the likes of anthology books like *Epic Illustrated* and *Taboo*, and jobs on the likes of DC's *Ragman*, Marvel's *Prince Valiant* and NBM's erotic anthology *Skintight Orbit* started coming her way with the regularity of the tide. "The big argument is that women can't write superhero and action stories," she says, crossing swords with the stereotype. "Well, we can. We just write them differently. In fact, Vertigo tends to hire women a lot more often than the superhero books do. So I guess they're hip to that."

Lee is currently at work on *Vamps 2*, in which the ragtag group of bikers goes to Hollywood. "One of the Vamps wants to break into show business, but that's only going to be the comic subplot. People you don't expect from their past will also turn up," she explains.

Finally, Lee does not necessarily feel she has arrived at the top of the comic book writer's heap. But one incident sticks in her mind that indicates she might be on the right track. "The first time I met [horror novelist] Clive Barker, he told me, 'You're really twisted!' I thought, 'Clive Barker thinks *I'm* twisted? Wow!'"

John NEY RIEBER

His middle name may be Ney. But when John Rieber assesses his reputation of something akin to "awesome" in the comic book world, you can strike Ney and add Humble. "Awesome? That's a laugh. After 20 years of writing stuff that nobody read, it's just great to be read. I'm not kidding myself. I'm not Shakespeare."

Rieber, riding high on the strength of his critically acclaimed *The Books of Magic* series and the anticipated apocalyptic grunge epic *Mythos*, both for Vertigo, continues his long, slow, subtlety humorous brand of self deprecation with a knock at his approach to writing. "I can write stories OK, but outlining [them] is a whole different story. In fact, there's a sort of running joke at Vertigo that, if [the editors] see something in a [story] outline, you can bet I'm going to change my mind when I sit down to write the [actual] story."

He lists Vertigo's mini-series *Shadows Fall*, DC's *Tommy Dark* and Marvel's 1993 *Wolverine: Killing* as his other greatest hits. Rieber is also in the minority. "I'm American," he chuckles. "And it's funny, because people who read my stuff are appalled when they find out that I was born and raised in the U.S. They always say something like, 'I thought you couldn't work for Vertigo unless you were a Brit.' What they don't realize is that American writers can be dark and twisted, too."

This dark and twisted soul, born and raised in Southern Texas, got an early start. "I started locking myself in my room with a typewriter at age 7," he recalls. An avid comic book reader, Rieber, in later years, "lost interest when Bernie Wrightson stopped [drawing] *Swamp Thing* and Frank Brunner stopped [drawing] *Doctor Strange*." He later lost interest in formal education "and dropped out of high school to work in restaurants and write stories."

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Rieber rekindled the comic book hots years later when "a friend laid a stack of [Vertigo's] *Sandman* comics on me, and I found out that comics had grown up quite a bit." He soon discovered that his admittedly "oblique" style of writing was perfect for the more adult panels, and began his rise. The consensus was that he supernovaed when he took over for Neil Gaiman, who wrote the original four-issue *The Books of Magic* mini-series, on *Books'* regular series.

"When they decided to make *The Books of Magic* a regular series, Neil decided he just didn't have the time," remembers Rieber. "I had been sending Vertigo a bunch of proposals that did not really thrill anybody, but they were impressed enough that when Neil left, they felt I could handle it. I had one conversation with Neil about what the feel of the book should be, and he said, 'Just be careful not to make it *Hellblazer Jr.*'"

He offers that a large chunk of inspiration for *The Books of Magic* comes from his own misspent youth. "I just remembered what it was like to be a teenage boy. It was a time in my life when nobody was telling me anything that would be helpful in dealing with the things that happened. I was certainly as confused as Tim is, and I remember the awful stuff I was having to deal with as a teenager. The only difference is that with Tim, I've given him a much better ending. Tim gets the good-looking girl. I never did."

Industrial Gothic

Rieber, a big alternative music fan, is using that joy as the springboard for his new *Mythos* series, in which "a musician is being manipulated by a bunch of gods and supernatural creatures intent on his being their instrument to destroy the world."

Rieber admits, at this point in his career, to being more comfortable with the title of comic book writer. "I used to be all apologetic when I first started in comics. I would just mumble something like, 'Oh yeah, I write a bunch of stuff for comics.' But I've gotten over that. Now when people ask me what I do, I tell them I sit in a room by myself most of the day and write down things that never happened and probably never will."

The Extremist

ted McKEEVER

Things that are completely odd to most people are perfectly normal to writer-artist Ted McKeever. How odd is odd? Try this one on for size:

"One day I opened a package that had been sent to me, and there was a half-decomposed deer skull in it," chuckles the writer who tears things up this October with the demented romance that is Vertigo's *Industrial Gothic*. "It was reeking. My wife asked me what I got and I showed her. She looked at it and said, 'No big deal.' She later told a friend that if somebody had sent me a tie, that would have bothered me. And she was right."

Given this penchant for dead animals, it should come as no surprise that *Industrial Gothic* highlights a world where, in the best Romeo and Juliet tradition, a manic depressive and a quadriplegic can fall in love. "Most of the things I do are about crazy people, and I really wanted to do a love story. But I guess I just can't get away from the fact that things that are completely odd seem perfectly natural to me."

What was really odd was that McKeever, born in New York and raised in Miami, would chuck 10 years of steady employment with ABC television and *The Miami Herald* to get into comics. "I didn't want to look back on my life and wonder 'What if?' Most of my family knew what I was thinking, and I finally said it enough times that my mother said, 'Either do it or shut up about it.' So I took my mother's advice and quit my job," he roars.

McKeever didn't know squat about breaking into the business, but a self-produced book got him a helpful, high-profile guru in former Epic Comics Editor-in-Chief Archie Goodwin and independent gigs like Vortex's *Transit*, Mad Dog's *Eddie Current* and Epic's *Plastic Forks*.

Bigger shots were work on Vertigo's *The Extremist* and *Doom Patrol*. McKeever will display how warped he is in a four-issue *Batman: Black and White* anthology, due out next January, in which the writer chose the road not even considered, let alone taken.

"Everybody in the book was doing things like Batman fighting criminals and flying around with bats. I did a story where Batman is in the morgue, where he spends the entire story looking at a victim's body to try and figure out how the murder was committed. Strange, huh?"

McKeever, who also has a Superman Elseworlds project involving Fritz Lang's classic

film *Metropolis* in the works, says he resents the at-large notion that his style is wacky and crazy. "I hate both of those words. That's definitely not me or my work. I just tell a story and I use my voice. Whether or not that makes me different, I don't have a clue."

jerry PROSSER

Jerry Prosser really tries to avoid the tough questions when he can. And so, after mentally scratching his head at the thought of what kind of person he sees when he looks in the mirror, he finally comes up with what he feels is an appropriate response.

"I'm a chick magnet," laughs the tormented soul behind such comic crabbers as Vertigo's *Animal Man* and *Skin Graft* and Dark Horse Comics' *Aliens: Hive* and *Exquisite Corpse*. Prosser, an Oregon resident, seems to relish the idea of normalcy as it pertains to real life and the comic book life and is more than willing to beat the subject to death.

"I think I'm pretty normal," he continues to riff. "I know by Vertigo standards, I'm pretty normal. I'm a total freaked-out book and record buyer, which is about as wacked as I get. As far as I'm concerned, if you don't do the things other people do, then you should be in an institution."

Laughs and Prosser seem to go hand in hand. The biggest yucks came from his family, when he announced he was giving up a fast track to social work to pen comic books. "Sure, they laughed! Wouldn't you? But, hey, I'm laughing all the way to the bank now, because I have the dream job."

The dream recently took a sidestep into nightmare when it was announced that *Animal Man* had been canceled. Prosser waxes cand d. "The book was doing OK, but OK doesn't necessarily cut it these days. There has been a downturn, and the result was that *Animal Man* found its head on the chopping block."

But fans shouldn't fret. Prosser's current writing assignments include *Bram Stoker's Burial of the Rats* and *Caged Heat 3000* for Corman Comics. Prosser, during an editing stint at Dark Horse that finally led to his making the leap into the freelance life, did have to come to grips with some basic fears. "I didn't see what I was doing as a way to make a living for a long time, because I was on the staff at Dark Horse. I was very leery of trying to earn my living at it, because I liked it so much. Because I was approaching what I was doing as an avocation rather than a vocation, it kind of scared me to have to be as professional as I needed to be to survive."

Prosser, in case it's coming slow to you, is your classic easyrider who is quick on the trigger when it comes to rim shots like, "I knew I wanted to make a living in comic books when I got my first check." And his first check has been the jumping-off point for some quietly wacked out hacks at writing conventions as it pertains to the paneled page. Prosser explains his juice this way:

"I'm not the type of writer who has to work himself up into an alternative state of consciousness to write a Vertigo book," he explains during that rare lapse of seriousness. "I just naturally have a wacky way of looking at things. Besides, I don't know of any work-for-hire people who are exorcising any demons."

"I'M NOT THE TYPE OF WRITER WHO HAS TO WORK HIMSELF UP INTO AN ALTERNATIVE STATE OF CONSCIOUSNESS TO WRITE A VERTIGO BOOK...

...I JUST NATURALLY HAVE A WACKY WAY OF LOOKING AT THINGS.—J. PROSSER

steven T. SEAGLE

When Steven T. Seagle was a college professor, he was never starved for human contact. But when he turned to comic book writing, he suddenly found himself envying the social life of the Maytag repairman.

"I've gotten to the point where I'm hoping that a cute UPS driver shows up," laughs Seagle whose self-imposed house arrest is the result of his need to churn out tales for Vertigo's *Sandman Mystery Theatre*, Image Comics' *Grifter* and DC's *Primal Force* which is set to be canceled in October. "Everybody thinks it's a vacation to work at home, but it really requires an effort to make a social life. I have to force myself to stop working at a certain time and go out and do things."

Seagle's *Sandman Mystery Theatre* has allowed him a certain amount of outside contact, as the book is an ongoing collaboration with co-writer Matt Wagner. "Matt and I talk about once a year and basically figure out a year's worth of stories in vague terms, like what the conflict will be and where the relationships will go. Matt faxes me the plots, I put my two cents in, the plots go to the penciler, I dialogue it and then fax it back to Matt. *Sandman Mystery Theatre* is definitely influenced by the pulps. I know a lot of people complain about the four-issue story arcs, but Matt and I deliberately struc-

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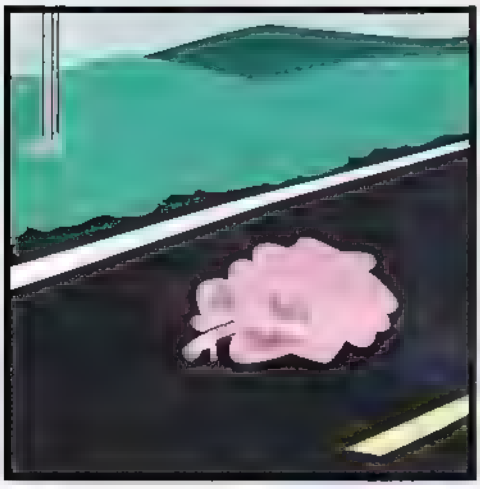

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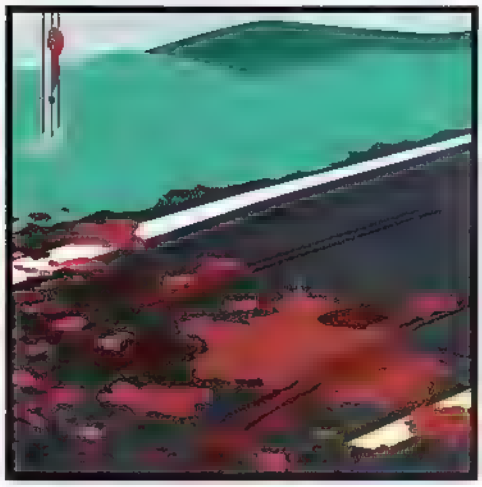

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tured it that way to approximate the length of the average pulp. To be perfectly honest, I didn't think this was going to work, because Matt and I are so pig-headed. But it has."

Seagle's own brand of pig-headedness has had him at odds with comic books all his life. "My parents tried to get us to read comic books, and that's probably why I didn't read them as a kid. It was like, 'Here! Read these!' and my brother and I would say, 'We don't want to read them because you gave them to us.'"

While in college, Seagle lucked into some early comics success with the Eisner-nominated *Kafka*, published by Renegade Press and Comico's mini-series *Amazon*. "I had no idea what I was doing. I was totally naive. I was shocked when Renegade Press called and said they liked my proposal for *Kafka* and needed the first issue in three weeks. My response was, 'Oh, hell! How do I do this? What have I done?'"

After stubbing his toe when a book called *Jaguar Stories* died when Comico folded, Seagle said, "Screw this! I'm going back to teaching." But six years back in class and the encouragement of his good buddy and fellow comics writer James Robinson led Seagle back into comics and eventually into the wild, wild world of Vertigo.

"I think my mind is more geared toward being a Vertigo writer than a more mainstream comic writer. *Sandman Mystery Theatre* requires a lot more research than your typical superhero book, but that's all right with me, because I'm big on that kind of thing."

Seagle, seemingly forever pursuing human contact, claims *SMT* has helped him with the opposite sex. "So far, writing *Sandman Mystery Theatre* has been a turn-on for the women," he laughs. "They tend to like the fact that the book is chockfull of misogyny and violence. I get a lot of action with *Sandman Mystery Theatre*. I also get a lot of slaps. But one thing makes me feel good: *Sandman Mystery Theatre* is the book that my mom likes."

paul JENKINS

Connecticut-based Paul Jenkins describes himself as "The guy writing *Hellblazer* that nobody knows." Having a subtle self-disparaging wit and nearly eight years of editing and writing behind him, Jenkins was at the end of the line when they were passing out luck.

"Every time my stuff was about to come out, I would fall victim to one of those hard-luck stories that always happen and that nobody believes," says the author of various stumbling blocks in his odyssey to get his own personal creation, *Construct*, out to the masses. "I'm beginning to feel like the Black Mariah of the comic book industry. If I'm doing *Hellblazer*, you can bet DC is on its way out," he says, collapsing in laughter.

Hopefully, Jenkins and Vertigo will be around long enough for the writer to consummate some plans he has for the popular title. "I'm trying to get the book to a point where previous continuity has been tied up. I will be resolving some issues and giving the character more of a blank slate so we can move onto some more relevant, rather than realistic, issues and introduce certain elements of magic."

Jenkins, born in London and raised "around earth mounds and old Roman roads," grew up amid the pages of Batman and Superman comics, "and wishing I could be an American kid." Boarding school, admittingly, failed to shape him into a doctor or lawyer, and he gravitated toward music and writing "when I saw I was probably going to be the world's worst actor. I couldn't even cry on cue."

While touring with a band in the States, Jenkins found a behind-the-scenes gig at the Mass.-based Mirage Studios to his liking and cracked the writing game with a Teenage Mutant Ninja Turtle story. In the years that followed, he moved from one comic book job to another, eating more dung than steak, but persisting. A chance encounter with Vertigo editor Lou Stathis at last year's San Diego Comic Con led to an audition for *Hellblazer* and the eventual gig.

"Taking over an established title in an already-established universe is good if you're allowed the freedom to explore. I've pretty much got free reign to do whatever I like. Within reason, of course. I kind of feel like I deserve *Hellblazer* because, all ego aside, I feel like I'm good enough to do it."

But should Jenkins' ego ever threaten to get the better of him, he need only look to his immediate relationships for something to bring him back to reality. His girlfriend does not read comics. "I also have a foster child whose problems in his first five years of life are 50 times worse than anything I've ever been through.

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Comparing his hardships to my farting around with people in comics is no comparison."

A hard-boiled comic book writer subletting part of his life for a foster child? In a sense, it does not compute, and Jenkins is well aware of that. "It's going to be shocking that I'm not the brutal, sadistic, sarcastic person that people who read *Hellblazer* think I am. The real shock is going to be [finding] out that I'm a humanitarian."

mark MILLAR

Normally, Mark Millar does not have a vicious bone in his mild-mannered Scottish body. But put this comic book scribe in front of his current Vertigo assignment, *Swamp Thing*, and this comic book Dr. Jekyll rages into the guise of Mr. Hyde.

"Hopefully, I'm bringing sleaze and disgust back into comic book writing," chuckles Millar whose accent is thicker than the spiel of a carnival barker. "I just have this perverse writer's mind."

And it is a perversity that has not only made Millar the psychological mirror image of writer Alan Moore's work on *Swamp Thing* but an up-and-comer in comic book horror, with that sly European wink. "My style is obviously different from title to title, but my attitude has always been that horror and humor are elements that have always worked brilliantly together. If you do a story that is page after page of horror, than you get kind of desensitized to it. My approach to *Swamp Thing* has been to try and start with something horrible, then lighten the atmosphere a little bit, and then have something just horrible happen next. That's the way I see my doing *Swamp Thing*, as long as I'm on the book, with the only change being to pump up the elements of horror and humor even more than before."

Millar's life script literally reads like a long-lost episode of *Twin Peaks*. "I was born in a monastery in Scotland because the hospitals were on strike at the time. So there I was, among the nuns and all manner of strange things."

Millar's comic book tastes growing up were light on horror and big on superheroes, until Moore's *Swamp Thing* reversed his preference. Until, that is, he gave up on comics altogether. "I stopped reading comic books because I was studying to be a priest," he laughs. "But I gave that up when I discovered girls. Girls and the priesthood definitely don't mix. Then I was going to be a psychiatrist, but my older brother had been doing that and he advised me not to do it because it was rubbish."

Millar took a fly at journalism and, in the process, became acquainted with comic book writer Grant Morrison, got along well with him and decided that "actually getting paid to do something associated with comic books would be a great way to make a living." Millar's first pro sale was a horror title that long ago faded from memory for a black-and-white independent, Trident Comics. "I only got a couple of quid for the job but I got my foot in the door. Then Grant Morrison and I approached *2000 A.D.* during a slow period, and offered to take over the book and create some new characters. After that, DC called and offered me *Swamp Thing*."

Millar, who is quick to name *Swamp Thing* as his proudest achievement to date, turns philosophical when it comes to describing the current state of comic book writing. "Writers have been trying too hard of late, and I don't think that's a good thing. It's like every fight between a superhero and a villain has to involve somebody quoting poetry. It's all become too symbolic at the expense of the action and the character. Hopefully we'll start getting away from that."

The writer, who claims he has at least "another year and a half on *Swamp Thing*," is currently revving up to do a new mystery DC superhero book, Marvel's *Skrull Kill Krew* with Morrison and hints at some upcoming shots at Marvel titles which he is keeping close to his vest. "Yeah, I'm keeping busy. I've probably got too much going on. But that's OK, because I enjoy it. It's work, but it isn't work." ☆

Marc Shapiro, who went behind the scenes of the Spidey cartoon last issue, has a bad case of vertigo. He broke six ribs when he went all woozy and fell off the World Trade Center.

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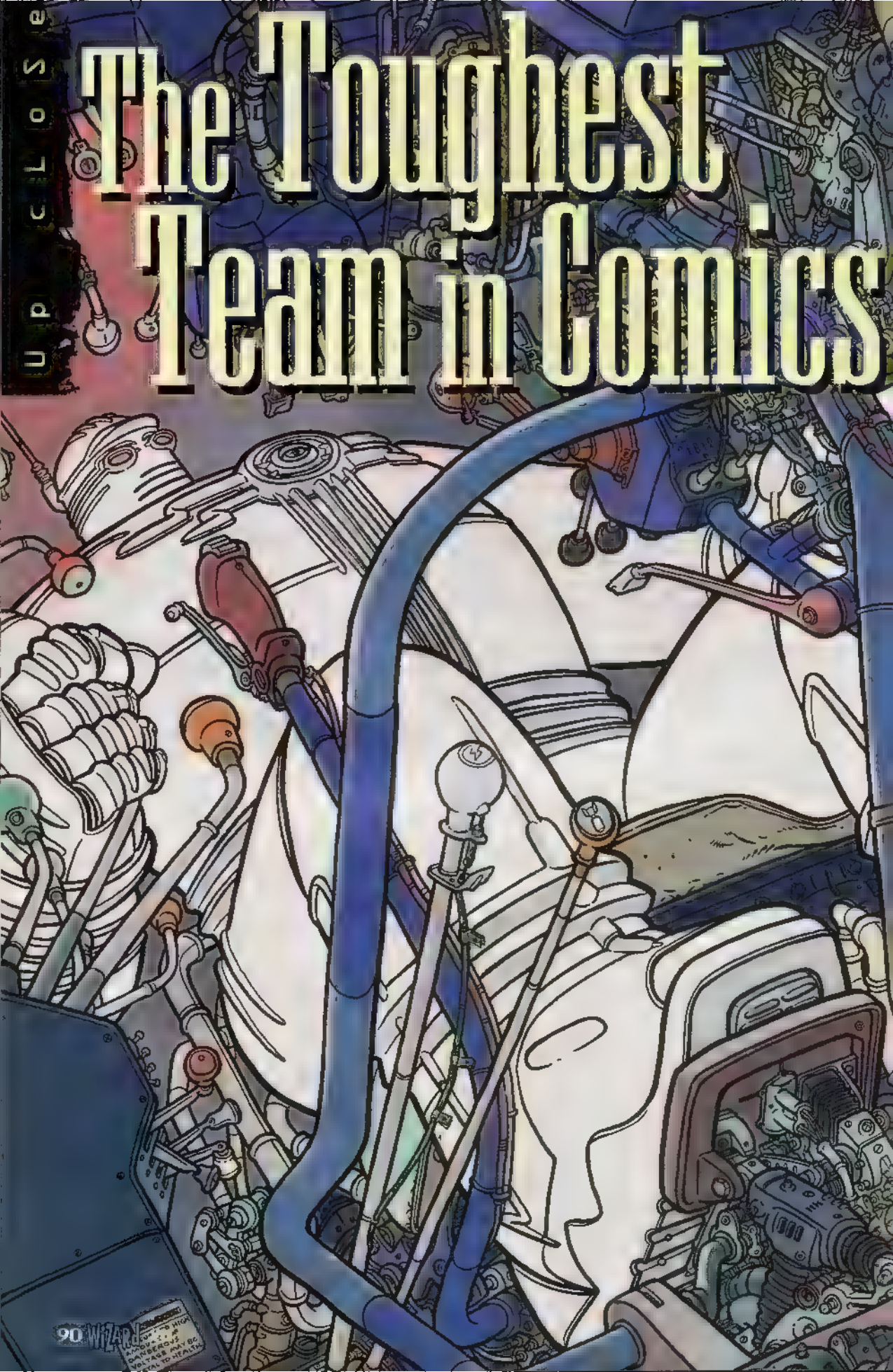
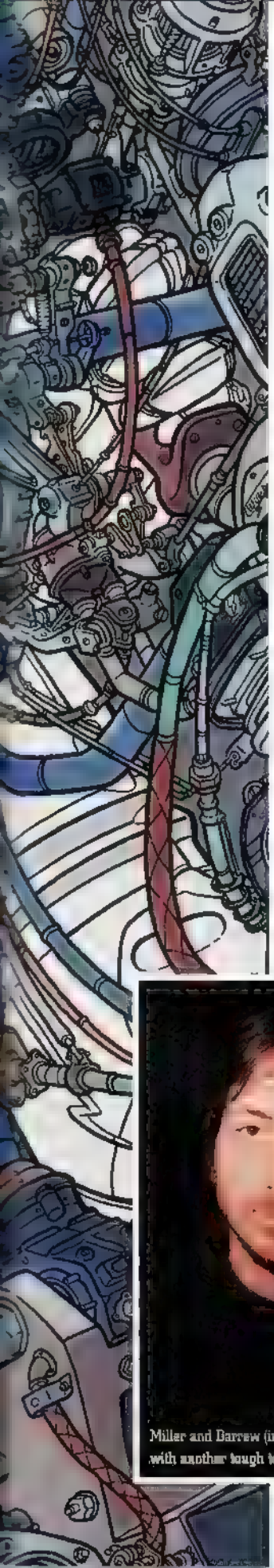
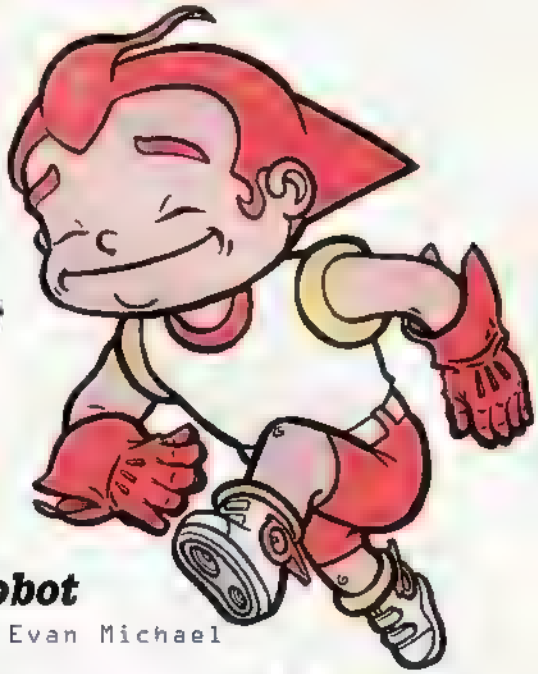






Frank Miller and Geof Darrow tell tales of near-death and destruction, and talk about *The Big Guy and Rusty the Boy Robot*

by Paul J. Grant and Evan Michael

Frank Miller and Geof Darrow's collaborative career together has spanned five years, two titles—namely *Hard Boiled* and *The Big Guy and Rusty the Boy Robot*—and one near-death experience.

"Geof Darrow and I almost died together in his 1959 Metro," reminisces Miller, the writer of *The Big Guy and Rusty*, laughing about the fateful summer day two years ago.

"The Metro is a tiny, tiny little car that looks like a candy bar. I'm six-foot-three, and Geof's six-six, so picture the two of us packed into a brightly colored little lunchbox, heading down the hill toward Hollywood Boulevard when the brakes completely fail. Geof swerved, avoiding parked cars, and we sailed into the Boulevard, where a truck hit us so hard the car was kicked into the air. It spun onto its side, and as we were spinning on our side, Geof looked down and saw my head silhouetted against sparks flying from the pavement, and all I said was, 'This is bad.' It fell back onto its wheels and came to a stop.

"Geof and I were essentially unhurt. So I figured it was definitely a *Hard Boiled* moment, and we could now declare ourselves the toughest team in comics."

Since co-founding the Legend imprint in 1993, along with Art Adams, John Byrne, Paul Chadwick, Dave Gibbons and Mike Mignola (later bolstered by Mike Allred), the two have been preparing their latest project, *The Big Guy and Rusty the Boy Robot*, a two-issue mini-series published by Dark Horse Comics beginning in late July.

"It's a very different project," says Miller, a 17-year veteran who has both writing and artistic credits which include Marvel Comics' acclaimed *Daredevil*, DC Comics' *Batman: The Dark Knight Returns*, and a handful of *Sin City* mini-series for Dark Horse. "This one's intended for a younger audience. Both of us felt we went as far in *Hard Boiled* as anybody was likely to go for some time in terms of the carnage, and even though this one's got big monsters and lots of destruction, it's going to be a much more straightforward hero comic."

Darrow, *Big Guy*'s artist, burst onto the mainstream comics scene by drawing Dark Horse's *Hard Boiled* three-issue mini-series in 1990 with Miller writing, which combined extreme carnage and a density of design that puts *Where's Waldo?* to shame.

The artist hastens to point out that the new series won't be too different. "If people think it's going to be a guy running around in a field of daisies, well.. there's not much blood and guts, but for my money, there's more action in *The Big Guy* than there is in *Hard Boiled*. The second issue is just out-and-out, non-stop action, Jack Kirby kind of monster fights."

So who are The Big Guy and Rusty the Boy Robot?

Miller and Darrow (inset) shift into high gear with another tough team: The Big Guy (left) and Rusty (at top).

All artwork and characters ™ & © Frank Miller and Geof Darrow. Photo by J. Schuyler.

"Rusty is the national hero of Japan and he's sent to fight this menace," Darrow says. "The story takes place in Tokyo, and there's this giant monster destroying everything in sight and creating an army of monsters. Rusty doesn't do so well, so they finally have to call on the American government, whose ultimate weapon is The Big Guy, who's not a robot but just a guy in a suit. He comes, he wipes everything out, and he leaves."

Besides toning down the violence, Darrow and Miller used a "new" approach with *The Big Guy*. "We worked a little different this time, in that we sort of did it like we assumed [artist and writer team Jack] Kirby and Stan Lee worked [in the early days of Marvel Comics]. We just sort of came up with a basic idea, and then I went and drew it, and then Frank came back and scripted over the art. For Frank, it was probably a lot more difficult, because I'm real secretive and there would be literally months where he had no idea what I was doing. He basically didn't see it until it was finished."

And, if such a thing is possible, Darrow promises that *The Big Guy*, which comes in a large-sized format, will be even more complex artwise than *Hard Boiled*, since it's set in one of the world's most crowded cities. "If you've ever been in Tokyo, it's like three New York Cities in the same space."

There are plans for future tales of The Big Guy and Rusty, including a second mini-series which pits our heroes against a villain "as evil as there's ever been," says Miller. The villain, an augmented human, will allow Darrow a freedom he normally doesn't have. "I'll finally get to draw a character that will be facing somebody his own size. It's not that easy drawing a giant monster, because you're kind of limited. You can't do that sort of toe-to-toe, fist-fighting kind of thing. The scale is so different."

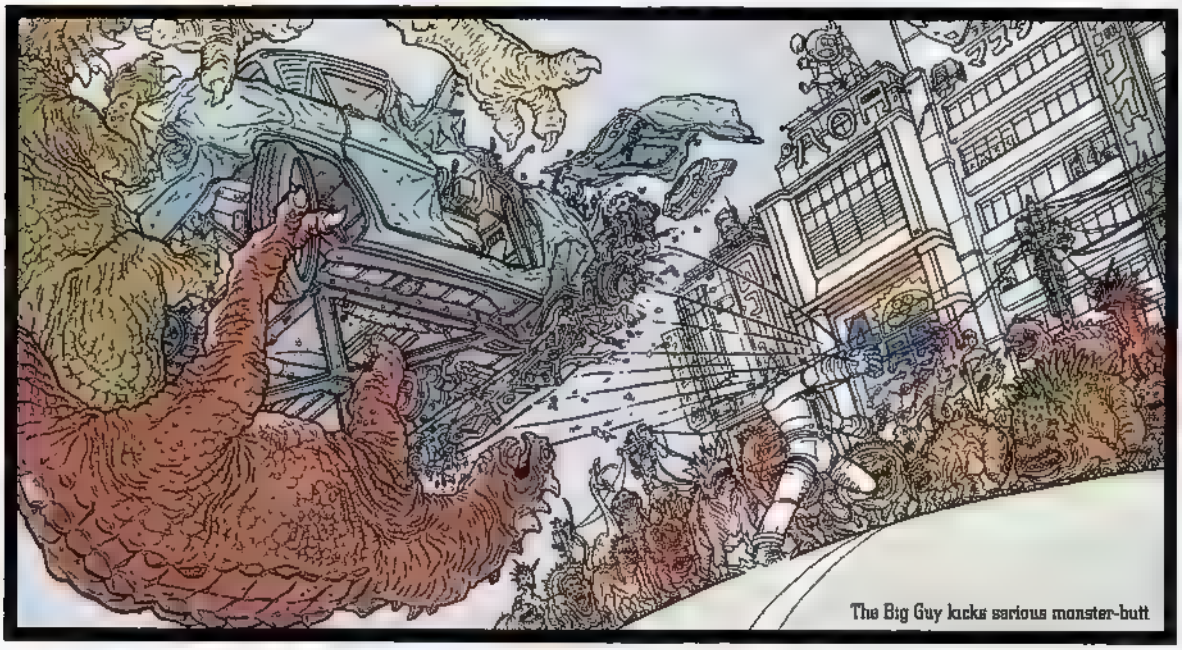
As for when the next *Big Guy* mini-series will hit the stands, Darrow notes, "For once, I can actually say I don't have the script, so I can't tell you."

Other future projects for Darrow include a king-size *Big Guy* book which will be printed in original art-size (11- by 17-inches), and a possible follow-up to *Hard Boiled*. "Frank says he has an idea for one—something to do with an earthquake." Another project under discussion includes a jam by fellow Legend creators, featuring a big team-up with Mignola's Hellboy, Allred's Madman, Adams' Monkeyman, and The Big Guy fighting Nazis on the moon, with Darrow handling the art.

And if you're looking for more tales from Miller, look for another one-shot starring Martha Washington before year's end, as well as the *Martha Washington Saves the World* mini-series (both drawn by Dave Gibbons), tentatively scheduled for early '96 from Dark Horse. He's also working on another *Sin City* project slated for November.

For now, however, you'll have to be content with the highly detailed adventures of The Big Guy and Rusty the Boy Robot. As Darrow puts it best, "It's something everybody can enjoy. It's not a kiddie, sort of 'Sugar and Spike' or Harvey Comics type of thing. It's just a good comic that we hope is sort of in the tradition of Lee and Kirby. It's action-packed. Give it a chance." ★

Paul J. Grant, whose interview with John Romita Jr. can be found in Wizard *#48, likes nothing better than a nice hard-boiled egg. Mmm...nummy. Evan Michael, on the other hand, looks like a hard-boiled egg.*



The Big Guy kicks serious monster-butt

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Get crazy for the August premiere of the new Green Goblin's monthly comic by photographing yourself in your best Goblin get-up (Goblin Glider and non-explosive Pumpkin Bombs are optional)! If your insane impersonation of the new Goblin is the most bewitching, you could win these monster prizes:

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Back, ye demons! Make way fo[illegible]
All entries must be received by Sept. 29th, 1995 [illegible] age, address, city, state, zip code and your telephone number with area code on the official [illegible] back of your picture. Contest open to US residents only, except employees and their families of MARVEL [illegible] their affiliates, subsidiaries, and their advertising and promotional agencies are not eligible. All entrants [illegible] likenesses in advertising and promotion for the contest. By entering the contest, each entrant acknowledges [illegible] contained therein shall be automatically and immediately assigned to Marvel and shall become the sole and exclusive property [illegible] ENTERTAINMENT GROUP, INC. and will not be returned. No mechanical reproductions will be accepted. Winners will be decided [illegible] Oct[illegible] will be notified by telephone and/or mail. Prizes are not redeemable for cash or substitutable for any other item by winners. Marvel reserves the right [illegible] of like or greater value for any prize, for any reason. The prize will be awarded in the name of the contest winners and is not transferable. To receive a prize, winners may be required to execute a release of prize liability/prize acceptance form. One prize per person. Offer void where prohibited by law. MARVEL ENTERTAINMENT GROUP, WIZARD PRESS, and TOY BIZ, INC. are not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be selected by the staff of Marvel Comics from finalists selected by the Wizard staff based on quality and originality. Winners List available by sending a self-addressed stamped envelope to "Winners List - Green Goblin Contest", c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. Winners shall be responsible for all applicable taxes. Void where prohibited by law. Contest sponsored by MARVEL ENTERTAINMENT GROUP, INC., WIZARD PRESS, and TOY BIZ, INC. TM & © 1995 Marvel Entertainment Group, Inc. All rights reserved.

TOYING AROUND

WITH SEAN AUNE

WARNER BROS. TOY LINE COMING

Warner Brothers Consumer Products, a division of Warner Brothers Communications—which also owns DC Comics—has announced that it has formed an all-new toy manufacturing division called Warner Brothers Toys. WBT is dedicated to the development of new and existing Warner Brothers television, animated and theatrical licenses.

At the time of this writing, no projects had yet been named. All that is known is that some lines are already in the works, and they will be coming along sometime in the near future. Is this a possible answer to the long-rumored Superman toy line? No one at WBT or DC Comics is talking. Speculated to be produced by Kenner Toys, sources at Kenner have said that there are no plans for this series. Of course, the formation of WBT would also make you wonder if there might ever be another line like Kenner's famous "Super Powers" line of the mid-1980's. At this time, it is anyone's guess, and any lines we have mentioned here are simply speculation at the moment.

What is definite is that WBT will handle all Warner Bros. characters, as well as other licensed ones. Sources have said that there are already teams of developers out looking for new products for WBT to work on and develop. We'll keep you posted as to the comings and goings of this fledging company over the next few months. You should understand that this may take a while, due to the age of the company and the fact that it has to get everything settled into place.

Batman Update

As with any toy line, Kenner's *Batman Forever* line has some variations in it. First up, the Transforming Dick Grayson (which comes with snap-on armor) wears a color-change mask. In the first shipment of figures, this area will be painted black, but in later shipments it will be painted white to give the eyes more definition.

Blast Cape Batman has two deflectors which show 1/2 yellow and 1/2 black in the first shipments. In the later shipments, the ratio of paint will change to 3/4 yellow and 1/4 black. The first version will have a very limited production run. There will also be a change in packaging for this figure. The first version will show the cape fabric covering the bonus yellow shield attached to the fabric, while the second shipments will show the cape clipped over to the side, so the yellow shield is on top of the fabric and the cape is on the bottom (allowing you to see the shield through the packaging).

The final figure to undergo changes will be the Night Hunter Batman. The claw accessories have been moved from the top of the blister to the bottom of the blister. There will be a small quantity of product shipped with the first variation.

Compared to any example of past Batman figure packaging, the new packaging is the most eye-catching. Hopefully, this will breathe some new life into

From Kenner's *Batman Forever* toy line, the Batmobile (left) and Sonar Sensor Batman

Batman and Batmobile™ & © DC Comics. Background Art™ & © Eclipse.

***Gargoyles* figures are here! Left to right, front row: Demona and Brooklyn. Back row: Hudson, Goliath, Broadway and Lexington.**

a toy line that seems to have been somewhat sterile up until recently.

Hercules Unleashed!

Toy Biz has announced a new toy line based on the syndicated MCA television series *Hercules: The Legendary Journeys*. The product line will consist of 5-inch action figures, 6-inch monsters and a 10-inch deluxe figure.

The 5-inch division of the line will include seven figures. Hercules I will come with a cloth vest, snap-on gauntlets, a sword and a mace. Hercules II will be equipped with a cloth vest, snap-on gauntlets, a bow and two arrows. Hercules III has a giant blade-swinging backpack. Hercules' companion Iolas will come with a double-catapult backpack. Xena, the warrior princess, will be equipped with two swords and a shield with pop-out action blades. The Minotaur will trap his enemies with his immobilizing Sludge Platters. Ares, the God of War, will be menacing Hercules and his friends with his snap-on bladed weapons.

The monsters will be standing slightly taller than the action figures; they measure in at six inches. Each of these figures will have soft bodies, with bendable limbs like those found on bend-ems. The Hydra will have three poseable heads. Zerbrus will be man's best friend three times over, as the dog with three heads. The final monster in the line-up has not appeared on the television series as of yet. Her name is Echidna, and she is considered the mother of all monsters. She will have six arms with bendable movement, her legs will appear like those of a snake, and her face will also have a reptilian appearance.

The final toy in the line will be a 10-inch Hercules deluxe figure that will come with a sword, an over-the-shoulder sheath, a bow and arrows. All of the figures mentioned here are due out before Christmas, and a second series of figures is expected to be shown at Toy Fair 1996 (which'll be here before you know it.).

Assorted Stuff

Applause, a company famous for its PVCs and large vinyl figures, is releasing a new line based on the popular Disney animated series *Gargoyles*. These figures will vary in size from six to nine inches. The characters currently scheduled for release are Demona, Goliath, Broadway, Lexington, Brooklyn and Hudson.

These figures will have some moveable limbs, but for the most part they are in stationary poses. You can liken these to the 10-inch figures being released by other companies. They are very highly detailed and beautifully sculpted.

If you enjoy Applause's PVCs, there will also be a line of *Gargoyles* figurines. The currently scheduled characters are David Xanatos, Demona, Goliath, Lexington, Broadway, Brooklyn, Bronx and Elisa Maza.

Toying Around has received a few letters asking what it means at the end of every column when I say, "Until then, see you in aisle 7C!" For those of you who frequent Toys 'R' Us, you will recognize that this is the aisle where you can most commonly find the action figures, such as Batman, Teenage Mutant Ninja Turtles, G.I. Joe and many more. It's often an amazing place to be. Since this column is dedicated to "news you can use" regarding these types of items, it just seems to fit.

Be here next month for the huge 50th issue celebration. Until then, see you...in aisle 7C!

When not wrasslin' gators in the Louisiana Bayou, Sean Aune enjoys Pez

GARGOYLES™ & © Buena Vista Pictures Distribution Inc.

BACK FOR
THE ATTACK!

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Metal Print #2

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So there you are one day, walking home through the sewers, when you suddenly stumble across Venom battling Gambit. You freak. You panic. You weren't expecting this. What the bloody bejeezus are you gonna do?

That's easy. You fill out the coupon in the middle of this spread and drop it in the envelope with three bucks. Because you just realized that Venom vs. Gambit is the second in a series of three *Wizard* exclusive Fleer OverPower Metal Prints!

Each Metal Print is a jumbo-sized 6 1/2"-by-10" worth of funky Marvel art done up in Fleer's Marvel Metal process. And yes, True Believer, you read that right—this baby is a *Wizard* exclusive, not available anywhere else. Don't miss out! Order today and get yours before time runs out!

And stay out of the sewers, huh?
You'll catch your death of cold.

MARVEL OVERPOWER™ CARD GAME

Stuff our lawyers make us print

No reproductions of this coupon will be accepted. This coupon must be sent in the accompanying envelope, one coupon per card. You may put additional coupons in the same envelope. Each request must be accompanied by $3 shipping and handling, $4 in Canada and $6 for other foreign countries. All payment must be in U.S. funds drawn on a U.S. bank. Requests are processed on a first-come, first-served basis. Offer good only while supply lasts. Please allow 12 to 16 weeks for delivery. Changes of address will not be forwarded unless Wizard Press is notified in writing by September 29, 1995.

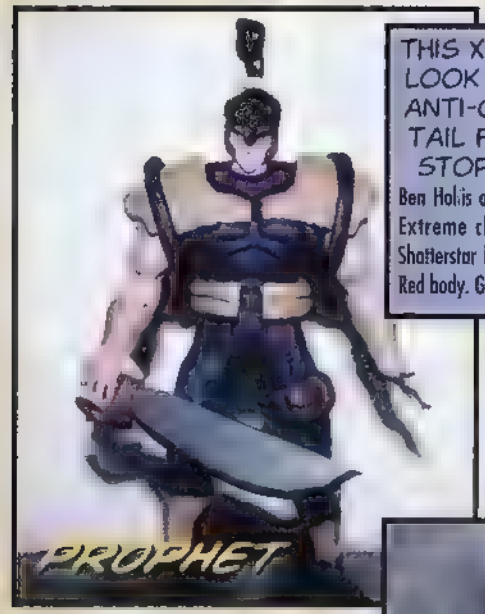
THIS OFFER EXPIRES SEPTEMBER 29, 1995.

MARVEL OVERPOWER LOGOTYPE ™ & © Fleer Corp.

HOMEMADE HEROES

Believe it or not, the following figures were made out of plain old, ordinary figures, and every one of the talented creators will get a *Superboy* #0 signed by Tom Grummett and an *X-Force* #38 signed by Fabian Nicieza. The two runners-up also get a set of the 10-inch Toy Biz Wolverine, Sabretooth and Cyclops figures, an *Evil Ernie: Revenge!* #1 signed by Brian Pulido and Steven Hughes and a *Captain America* #425 signed by Mark Gruenwald and Dave Hoover. The Grand Prize winner comes away with all that stuff plus **a limited-edition Wolverine porcelain figure by Randy Bowen** (thanks heaps, Randy!). Congrats to everyone!

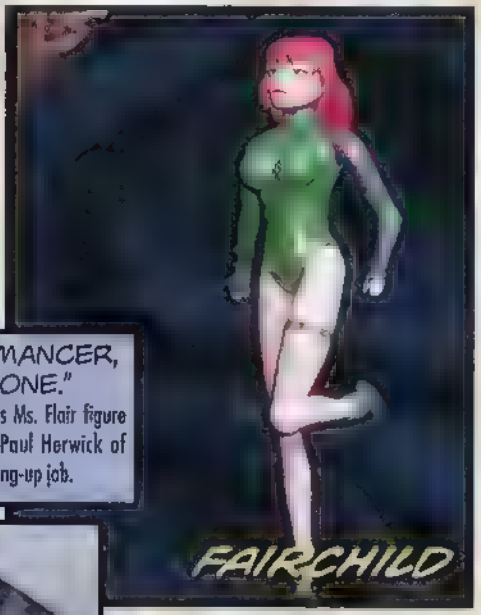
THE ARENA FOR FAN-MADE ACTION FIGURES.



PROPHET

THIS X-MAS SEASON, LOOK FOR THE NEW ANTI-GRAVITY PONY-TAIL PROPHET AT A STORE NEAR YOU!

Ben Hollis of Cortland, Ohio, made this Extreme character from a Toy Biz Shatterstar head and a Toy Biz Omega Red body. Good going, Ben!



FAIRCHILD

"CANCER SCHMANCER, I LIKE SILICONE."

Made from some company's Ms. Flair figure "with mounds of putty," Paul Herwick of Climax, N.Y., did a pretty bang-up job.

CONCRETE

"EVEN WITHOUT GENI-TALS, I AM CONTENT."

Paul Chadwick's character was perfectly re-created by Francis Ovellette of Quebec, Canada. We have no friggin' clue what he was made from, but he looks cool anyway

DOOM PATROL

"PLEASE HELP US! OUR BLACK-AND-YELLOW TEAM-MATE IS JUST A PIECE OF PAPER!"

Brad McCurry of Shelby, N.C., made (from left to right) the Negative Man from a Kenner Super Powers Flash, Elasti-Girl from a Tyco *Cadillacs & Dinosaurs* Hannah Dundee, Robotman from a Super Powers Martian Manhunter, and Beast Boy from a Mattel Secret Wars Wolverine.

BONE

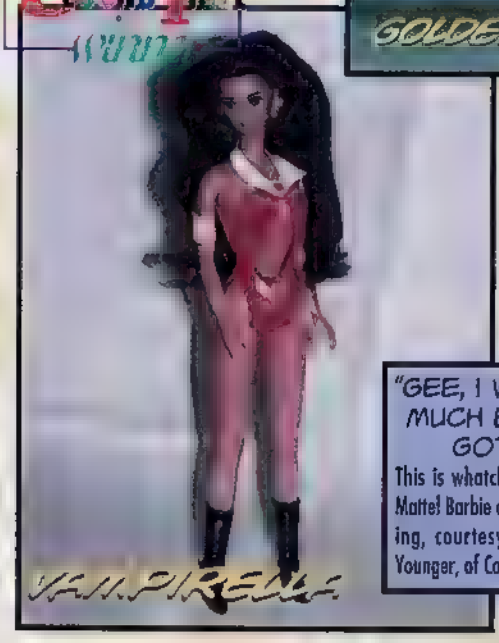
"LAQUITA HAD A BIG OLE BUTT!"

Crafted by Charles Odion of Yorba Linda, Calif., Fone Bone here was made from a Kermit the Frog body.

DOOM PATROL ™ & © DC Comics. PROPHET ™ & © Rob Liefeld Inc. FAIRCHILD ™ & © Aegis Entertainment Inc. CONCRETE ™ & © Paul Chadwick. BONE ™ & © Jeff Smith. Background Art ™ & © Eclipse

"HAFF! GIF MEF YOFF MURFREE! FEEP! FEEP!"
The base of this fine figure was a Playmates Jean-Luc Picard "Dixon Hill" figure. Then Jeffrey Hunt of S. Berwick, Maine, added a Toy Biz Punisher overcoat, as well as a gas mask and gun made from clay and putty.

SECOND PRIZE WINNER



"WHAT?!? I'M THE *ORIGINAL*?!? WHOO-HOO! HEY, *WIZARD*, UP YOURS!!"
Made from a Todd Toys Spawn figure, this clone-turned-Real-McCoy was made by Jason Leinman of Morgansville, N.J. Congratulations!

"GEE, I WONDER HOW MUCH BLOOD KEN'S GOT IN HIM..."
This is whatcha get when you mix a Mattel Barbie doll with homemade clothing, courtesy of the talented Troy Younger, of Commerce City, Colo.

SECOND PRIZE WINNER

THIRD PRIZE WINNER

"Y'KNOW, I BET I CAN MAKE A PRETTY MEAN BAKED POTATO WITH THESE BABIES!"
Can you believe this thing actually started out as a Toy Biz Sunspot figure? Cape Coral, Fla., resident Richard Vilardi took some paint, foil sheets and hanger wire, and *voilà*!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (No Polaroids!) to:

Homemade Heroes
c/o Wizard Press
PO Box 118
Congers, NY 10920-0118

SCARLET SPIDER & ARCHANGEL ™ & © Marvel Entertainment Group. GOLDEN AGE SANDMAN ™ & © DC Comics. VAMPIRELLA ™ & © Harris Publications Inc.

POWER UP!

E3 LEFTOVERS ...MMM NUMMY

By Steve Brown

Here at *Wizard* we've been beating the sweltering heat by playing some cool new video game releases. Hats off to Sega and Acclaim this month for providing us with four above average games. But before we get into the nitty gritty review portion of this month's column, we're going to show you a few more games that were previewed at the E3 Electronic Expo in May

1) If you haven't yet tasted the **Magic: The Gathering** phenomenon, now's your chance! Due out late this summer, MicroProse's adaptation of the hottest game since *Dungeons & Dragons* features over a 1000 cards from *Magic*'s basic set and the first four expansion sets—*Arabian Nights*, *Antiquities*, *Legends* and *The Dark*. If you're already a *Magic* junkie, you'll still be fascinated by the super VGA collection of cards and the ability to build any deck you want, even with cards that you don't own!

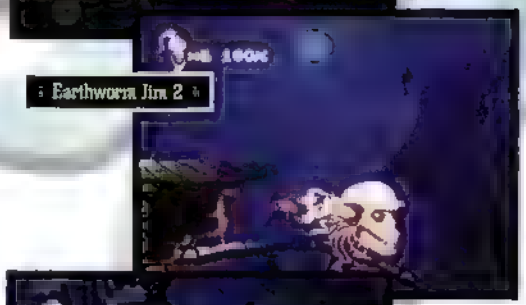
Unfortunately, for all you Mac-lovers, the *Magic* computer game will only be IBM compatible, and that's only if you have a CD-ROM drive and a 386 or faster computer (not to mention, *lots* of hard drive space). You will, however, be able to play it at home as a stand-alone game or as an interactive, multiplayer version, exclusive to the GEnie online service

2) **Primal Rage**, a head-to-head fighting game with an original look that features seven fantasy, pre-historic characters in a battle for supremacy, is coming to a home system near you. On August 25, Time Warner will release the Sega Genesis, Game Gear, SNES, Game Boy and PC CD-ROM versions. November 14 is the date for the second wave of software on new gaming systems including the Sega Saturn, Sega 32X, 3DO, Sony Playstation and Atari Jaguar, as well as the Macintosh CD-ROM.

3) Traditional video game design is transformed with breakthrough gameplay when Disney Interactive unleashes its new action-adventure video game, **Pocahontas**. The first game title in history in which the objective is to *prevent* rather than wage war, *Pocahontas* presents the compelling story of the proud and determined Native American and her exciting encounters with the famed British soldier, Captain John Smith. *Pocahontas: The Video Game*, featuring a new gameplay saving feature, will be available for SNES and Sega Genesis in November, 1995.

4) Playmates revealed **Earthworm Jim 2**, an even wackier game with more pronounced graphics than the original 16-bit hit. *Jim 2*, created for Playmates by Shiny Entertainment for SNES and Sega Genesis systems, sends the galaxy's first worm-turned-superhero where no man has dared to travel before. Earthworm Jim is caught in a variety of interesting predicaments, passing through many intriguing levels. Shiny has also improved the graphics for *Jim 2*. Utilizing a new and improved version of Shiny's trademarked Animotion—Animotion II—Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. *Earthworm Jim 2* is scheduled to hit retail shelves in October. In September, the Earthworm Jim license roars to life with an action figure line from Playmates and a weekly cartoon series launching the Saturday morning WB Kids Network. Also due this fall are an Earthworm Jim comic book, trading cards and stickers.

Magic: The Gathering


Earthworm Jim 2

Earthworm Jim 2

seaQuest DSV

5) **Garfield: Caught in the Act** brings America's favorite feline to the Sega Genesis and Game Gear this October in all his wise-cracking glory with incredibly true graphics created by actual Garfield illustrators. In this all-new adventure, a rude awakening causes Garfield and

Odie to break Jon's television. In their feeble attempt to fix it before Jon gets home, they forget to use some of the parts. These leftover parts become the dastardly "Glitch," who transports Garfield inside the TV and takes him through feline versions of midnight movie classics such as "Cat Cave 3,000,000 B.C. (Before Cartoons)," "Catsablanca" and "The Curse of CleoFatra." Gamers must help Garfield get through all these wacky flicks.

6) Enter the depths of adventure with **seaQuest DSV** on Sega Genesis, SNES and Game Boy. T•HQ has taken spectacular footage from the underwater world of *seaQuest DSV* to transport players into a futuristic game of excitement and adventure. Pilot the fastest, most powerful submarine and various underwater vehicles in six missions to stop renegade pirate organizations. The game is already available in stores, so get diving! ☆

Steve Brown auditioned for a part in the Justice League but forgot to bring his athletic supporter, so he didn't quite make the cut.

Reviews

BEYOND OASIS
(by Sega for Genesis)

If there is one genre that the Genesis has always lagged behind the SNES in, it's Role Playing Games (RPGs). *Beyond Oasis* is an overhead, quest-type adventure, where as Ali you call on the powers of the four wild elemental spirits to battle the evil minions of Agito. Basically, it is a graphically souped up *Legend of Zelda*, with a larger assortment of monsters and greater emphasis on fighting. It is not a true RPG, in that your attributes do not increase as your experience does. *Beyond Oasis* is a huge 24 MEG game with a great battery backup, but it is very pricey... try $60 to $70! And four hours later I don't think I got even a quarter of the way through it. Keeping in mind the price, I do recommend it wholeheartedly.

PHANTASY STAR IV
(by Sega for Genesis)

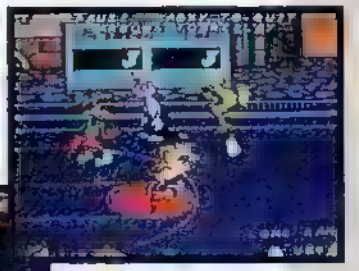
This is the fourth installment in a classic series, and unlike *Beyond Oasis*, this is a true RPG. As you explore and kill creatures, your character becomes much more powerful. This game is *very* addicting and I'd have no problem giving it a complete thumbs up, but (this is a very big but)...it costs 90-100 bucks!!! I'm sorry, but no game is worth that kinda dough. The first three *Phantasy Stars* are great games and if you don't have those, try a used copy. The fourth installment really doesn't improve geometrically upon the earlier chapters, but as an RPG it is one of the best and certainly the most involving.

LOONEY TUNES BASKETBALL
(by Sunsoft/Acclaim for the SNES solid gameplay and sense of humor)

A perfect game for youngsters, it has a multitude of difficulty settings. You pick two Looney Tunes players from: Sylvester, Bugs, Taz, Marvin the Martian, Daffy, Yosemite Sam, Elmer Fudd and, of course, Wile E. Coyote. A la *NBA Jam*, each character has unique strengths and weaknesses, along with his signature move. The niftiest part are the rules—there aren't any! You can change the ball into a cream pie, become invisible or even turn off the lights. One to four players can play and it is a blast. Already it has a large list of special moves, but according to Acclaim there are a ton of hidden secret ones that bring the wacky-meter up. If you're tired of killing and fighting games, this is a must have.

JUSTICE LEAGUE TASK FORCE
(by Acclaim/Sunsoft for Genesis and SNES)

This game has been in development for a long time, and was originally designed to cash in on the now passé *Street Fighter II* craze. To be blunt, as a fighting game, *JLTF* sucks in comparison to *MK II*, or any of the soon to be home versions of *Primal Rage*, *Virtua Fighter* or *Killer Instinct*. But for those of you (like me), who are huge DC Comics fans and have little interest in the nth Street Kombat clone, this game does have many virtues. The character animation is fabulous and the secret moves are fun to pull off. I would consider this average difficulty and a very fun two-player game. It also is available (Sega's version) for under 45 bucks. The cast is great: Superman, Wonder Woman, Flash, Cheetah, Despero, Aquaman, Green Arrow, Batman and the king of bad asses...Darkseid. It's too bad this didn't come out earlier, 'cause it might've had a chance to sell, insuring us plenty more DC video games. ●

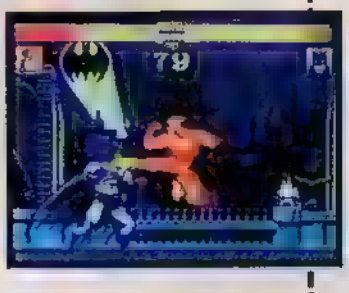


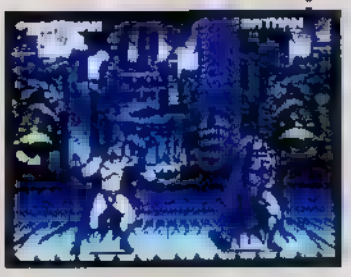
Looney Tunes Basketball

Batman Forever

No real news on the *Batman Forever* game but we thought we'd show another picture or two

Justice League for SNES and Genesis





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COMIC BOOK INTELLIGENCE QUOTIENT

CBIQ

Wakka, wakka, wakka! It's time once again to fight the system and make good use o' that comic book noggin' of yours! What follows are 25 of the hardest questions ever slapped together by a band of Muppetastic fanboys.

This time around, we're grading you against the latest comic industry rumors. The higher the score, the neater the rumor.

score	rank
0-5	Jim Shooter is really just a guy suit full of ducks, like in that old "Far Side" cartoon.
6-12	*Wizard* is evil. (Hey!)
13-19	Someone out there actually read every issue of *Anima*.
20-24	Valiant Vision linked to Ebola virus.
25	Stan Lee running on the Republican ticket in '96.

1. Who killed Danny Ketch's sister?
A) Johnny Blaze
B) Blade
C) Blackout
D) Really poor sales

2. Which character has not returned from the dead?
A) Captain Mar-Vell
B) Dr. Octopus (well, not yet, anyway)
C) The Wasp
D) Spider-Woman

3. The Fantastic Four's very first adversary was:
A) Doctor Doom.
B) The Hate-Monger.
C) The Mole Man.
D) Tom DeFalco.

4. I'd rather read comics than:
A) Wash my face.
B) Fantasize about that girl in my third period science class. (You know—the one with the sweater.)
C) Read? What's that?
D) Come to think of it, I'd rather read comics than anything.

5. Who among the following is not a Native American comic character?
A) Tish Twelvetrees
B) Ripclaw
C) Wyatt Wingfoot
D) Great Bear

6. To charge up his ring, the Hal Jordan Green Lantern said:
A) "In brightest day, in blackest night, no evil shall escape my sight..."
B) "By the power of Greyskull, I...have...the *power*!"
C) "Thing ring, do your thing!"
D) "Gimme the power to fly, the power to beat, holy sweet bacon, this ring ams neat!"

7. Which character wasn't born on Mars?
A) The Martian Manhunter
B) John Carter, Warlord of Mars
C) Marvin the Martian
D) Marc Wilkofsky (actually, he was only conceived there)

8. Green Arrow never used the:
A) Eight-ball arrow
B) Boxing Glove arrow.
C) Spam arrow (dubbed "The Sparrow").
D) Tear gas arrow.

9. How did you feel after reading *Amazing Spider-Man* #400, with the death of Aunt May?
A) Disgusted that comic companies are still using death to sell books
B) Happier than a greased-up fanboy in a chromium factory
C) Shocked...because after like 18 billion strokes, heart attacks and collapses, they actually offed the old broad
D) I don't feel anything, because the onslaught of TV and comic violence has numbed my senses

10. What were Bucky's last words before he was blown to itty li'l pieces?
A) "It's gonna blow!"
B) "Cap...I've always...loved you..."
C) "AAAAAARRRRRGGGGGGGHHHHHH!!!"
D) "Hmmm, I wonder why all them Nazis are runnin'?"

11. Who bonded the demon Etrigan to Jason Blood?
A) Thrakkorzag
B) Merlin
C) The Devil
D) Demons? In comics? Fredric Wertham was right...

12. Which of the following was one of the Seven Dwarfs?
A) Skanky
B) Scabby
C) Happy
D) Dave

13. *Harlan Ellison's Dream Corridor* is hosted by:
A) The Crypt Keeper.
B) John Byrne.
C) Rod Serling.
D) Harlan Ellison, you dimwit!

14. Nexus receives his assignments from:
A) The Merk.

Background ™ & © their respective owners

B) Mark Hazzard, the Merc.
C) Ylum.
D) Mike Baron and Steve Rude.

15. What's Gran'ma Ben's favorite pie?
A) Blueberry
B) Apple
C) Cherry
D) 3.142857

16. Who was Elektra's bodyguard when she first met Matt Murdock?
A) Bubba
B) Quantis
C) Athon
D) Big Daddy Cool, but then Elektra kicked him in the head like, seven times, and he quit and went on to become the WWF champion

17. What park was Frank Castle's family murdered in?
A) Central Park
B) Battery Park
C) Washington Square Park
D) Jellystone Park ("Hey, Boo Boo, there's a severed head in da pikanik basket.")

18. The Comedian was killed by:
A) Dr. Manhattan.
B) Rorschach.
C) Rip Taylor. ("It's FUNNY!")
D) Adrian Veidt.

19. Who was the last Green Lantern to face Hal Jordan on his quest for power towards Oa?
A) Boodikka
B) Kilowog
C) Sinestro
D) G'Nort

20. Who did Iron Fist fight in his first issue?
A) Iron Man
B) Sabretooth
C) Power Man
D) 175 midgets armed to the teeth with over-full colostomy bags

21. Which of the following was not a member of the Invaders?
A) Toro
B) Blonde Phantom
C) Union Jack
D) Sub-Mariner

22. In *The Elementals*, who was responsible for releasing the Shadowspear?
A) Chrysalis
B) Captain Cadaver
C) Saker
D) Ambrose

23. Which Continuity Comics title solicited a guest appearance by Spawn that never happened?
A) *Valeria, The She-Bat*
B) *Ms. Mystic*
C) *Armor*
D) Who cares, but knowing McFarlane, he'll probably publish it two years from now, putting it in *Bucky O'Hare* #20 and #21, and confuse the crap out of everybody

24. Which band has songs titled "Ego, The Living Planet" and "Vertigo" on its latest album, *Dopes to Infinity*?
A) Big Head Todd and the Monsters (No, no—that's not the Image crew)
B) Gear Daddies
C) Neil Young and Crazy Horse
D) Monster Magnet

25. What are those knifey-lookin' things that come out of Azrael's wrist gauntlets?
A) Ginsu knives ("But you can't cut a watermelon!")
B) Anti-bad guy puncturing devices
C) "Purificators"
D) Just something to make him look tough ☆

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MISSING LINK

WIN!

Avengers #16!

Hawkeye, Scarlet Witch and Quicksilver join the team in this one!

Each month, we list three comic book issues that contain something in common: in content, characters, creators, or the like. Your job is to tell us what that something is.

For example, what do *Uncanny X-Men* #144, *Marvel Team-Up* #122, and *She-Hulk* (vol. 2) #8 all have in common? That's easy: all three feature guest appearances by the Man-Thing.

Get the idea? We'll randomly select an entry out of all the correct ones we receive. The winner of this month's contest will receive a copy of ***Avengers* #16**! Whoa! So good luck, and good sleuthing!

Here are this month's batch of...er, products:

Cable #20

Mary Chapin Carpenter's *Stones in the Road*

Marvels #1

Send all entries to:
Missing Link #49
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
***Hurry!* All entries must be received by September 30, 1995!**

CONGRATULATIONS to Danny Olsson, from Taylor, MI, the winner of issue #44's Missing Link! He actually read the three issues—*Gen*[13] (mini-series) #1, *Havok & Wolverine: Meltdown* #1, and *Uncanny X-Men* #155—and figured out that they all contained references to Darth Vader! You have done well, young Jedi!

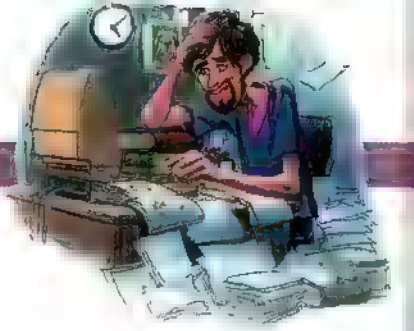
No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families and their rabbits. Print your name, age, address, city, state, zip code, telephone number with area code, and the Missing Link on a three-by-five-inch index card or a standard postcard. Mail each entry to Missing Link #49, c/o Wizard Press, PO Box 118, Congers, NY 10920-0 2. Enter as many times as you like. Limit one entry per envelope. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. "There's a record album up there! I'm so confused!" Calm down, bud—we're making it interesting for some. **All entries must be received at contest headquarters by September 30, 1995.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on October 13, 1995, by Wizard Press. All decisions are final.

For the winner's name, available after October 13, 1995, send a stamped, self-addressed envelope to Missing Link #49 Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.

ANSWERS

1 C	2 A	3 C	4 D	5 D	6 A	7 B	8 C	9 D	
10 A	11 B	12 C	13 D	14 A	15 B	16 C	17 A	18 D	
19 C	20 A	21 B	22 C	23 A	24 D	25 D			

PALMER'S PICKS



A Library of Fun

With the price tags on comic books currently sky-rocketing at an unreasonable rate, it is almost impossible to really get your money's worth from a comic. When you buy an issue of Chris Ware's *Acme Novelty Library*, however, you know that your hard-earned cash is well-spent. Aside from the lavish production values and inventive formats of each issue, Ware's critically acclaimed comic contains working cut-out toys, hilarious fake ads and tightly-packed columns of text. But don't let all of these extras fool you; on top of the attractive package, the *Acme Novelty Library* also features pages and pages of delicately drawn and precisely designed comics. Each issue of the *Acme Novelty Library* warrants several re-readings, in order to really absorb everything that goes on in the comic.

This June, Ware began "Jimmy Corrigan—The Smartest Kid on Earth," a new eight-part story featuring one of Ware's most-recognized characters and his search for his estranged father. Ware describes the first part of "Jimmy Corrigan," which is actually the fifth issue in the *Acme Novelty Library*, as "the first chapter of an incredibly long, boring story. I'm sure by the time it's all done there will probably only be a few people who have actually stuck with it."

"Jimmy Corrigan" has been serialized for the past two years in weekly instalments for Chicago's *New City* newspaper. "Maybe it reads better in larger chunks, but it seems like a completely foolish endeavor to try to do something so big. I designed the weekly strip so that I was actually doing two pages for the comic. Otherwise I'd be working on it until the turn of the millennium, which I may actually do anyway."

Despite Ware's self-effacing comments, he is definitely an innovative and ground-breaking artist who takes the comics artform to a new level of sophistication and complexity. Ware readily makes use of intricate panel layouts and page designs to experiment with the way the human eye flows through a page. He achieves an expert balance of design and content through his combination of sequential images and text.

Ware understands why comics are an exciting artform open to experimentation. "What makes a comic strip or cartooning unique is that writing and drawing are simultaneous acts that cannot be separated. I don't even think of myself as a writer or an artist, necessarily, except when one begins to pick the process apart. Drawing a picture in a comic strip is, in a sense, writing, so I don't spend more time thinking about the story or the drawing, because to me they're the same thing."

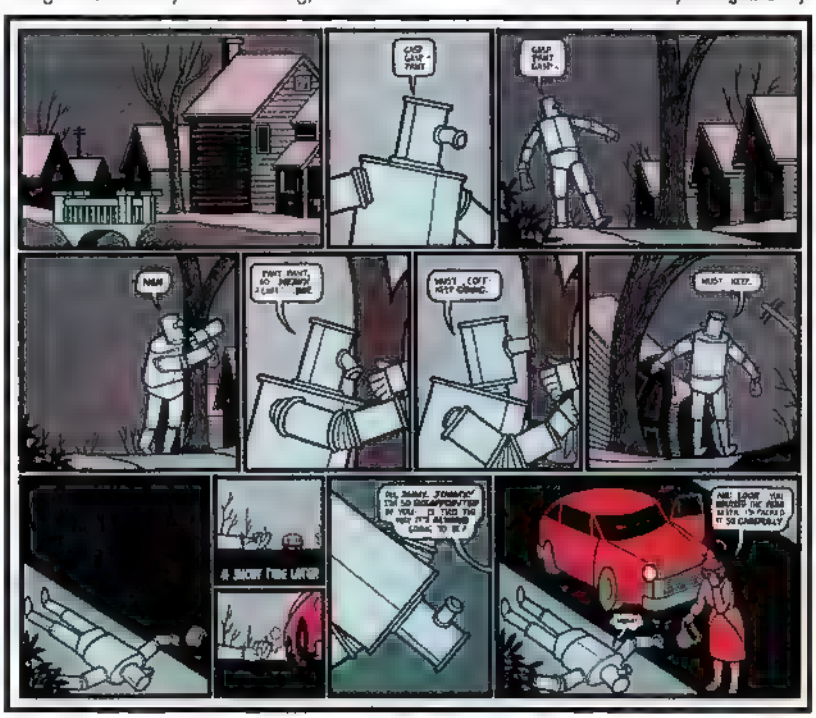
When creating the stories behind his characters, Ware extrapolates from his experiences. "Anything that you write is obviously based on your own experience, to one degree or another. Dostoyevsky hopefully didn't kill an old woman, but he managed to convince the careful reader of the feelings that one might go through [after doing] something like that. The job of any writer is to try to lie effectively, or to try to turn lying into something that's really no longer a lie."

One of the reasons that Ware's work is so fresh is his spontaneous working methods. Unlike other creators who plan their comics ahead of time, Ware works directly on the page. "I go pretty much panel by panel. There might be certain things that I want to emphasize, but I don't do sketches or roughs of every page. There are so many ideas that come up while I'm drawing, that trying to map something out ahead of time sometimes can kill some of those connections."

Ware acknowledges that his comics don't

Chris Ware's critically acclaimed *Acme Novelty Library* contains working cut-out toys, hilarious fake ads and delicately drawn art.

Panels from the "Jimmy Corrigan" story



come out perfect on the first try. "I go back and correct things. Basically, the first draft is whatever appears in the newspapers, but there isn't a whole lot of changing going on. It's mostly tweaking and changing the rhythm and stuff. Comics are so boring to draw, and they take so long that you just have to try to do all sorts of different things to keep yourself interested. If I wrote it all out and just drew from a bunch of little doodles, it would become kind of tiresome after a while."

Ware's weekly deadlines for his newspaper strip also make his work instinctive and inventive. He's been working for *New City* since 1992, and also worked on the college newspaper while at the University of Texas. "I've tried to maintain that weekly deadline just to keep me making stuff, because if I didn't, I'd most likely just be lazy and not do anything."

His newspaper work has taught Ware quite a bit about reproducing artwork. "There were a couple of guys who worked in the camera room [at college] who helped me to understand exactly how a drawing gets from the drawing to the paper, and all the steps in between. That's how I learned to do a lot of manipulations of the negatives, though it's a bit different now, in that a lot of the separations are computer-colored, so I'm slightly more removed. I indicate the colors, and then someone else does the separations."

Working with Fantagraphics Books has given Ware a great amount of control over his work, from the initial idea to the final printed package. "I have more control than probably any artist should actually have. So every mistake that's there is mine. Kim Thompson is supposedly the editor, but he has never told me 'no' yet. He's helped me with some punctuation difficulties, but other than that, he's gone out of his way to make sure every issue is perfect. He's even suggested upgrading paper stocks and getting better printers. I couldn't ask for a better place to get stuff printed." ☆

Tom Palmer Jr. is a painfully shy lad who never leaves the house without his personal bodyguard.

TOP. Jimmy Corrigan in his birthday suit. ...almost.
ABOVE. Sparky finds something that will change his life forever. ...a rock.

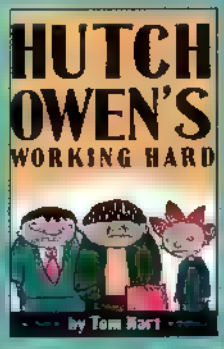
The *Acme Novelty Library* is published by Fantagraphics Books. The first part of "Jimmy Corrigan" was released in June, and future issues of this 7" x 6" full-color comic will appear on a quarterly basis. If you have trouble finding copies at your favorite comic store, write to Fantagraphics Books, 7563 Lake City Way NE, Seattle, WA 98115 or call 1-800-657-1100 for a free catalog or subscription information.

Chris Ware's Recommended Reading: "I always hate doing this sort of thing, because I always think of something later that I left out. Obviously, I read all the usual culprits, like *Eightball*, *Hate*, all those sorts of things. I think lately there's been some great stuff published." Ware says that some of that "great stuff" includes Adrian Tomine's *Optic Nerve*, *The Biologic Show* by Al Columbia, Charles Burns' new book *Black Hole*, Archer Prewitt's *Sof' Boy*, Jason Lutes' *Jar of Fools*, Gary Panter's new comic book *Jimbo*, *Collier's* by David Collier, Joe Matt's *Peepshow*, *Underwater* by Chester Brown and *Patooka-Ville* by Seth.

Tom's Recommended Reading

A.K.A. Goldfish: Brian Michael Bendis' series of interlocking one-shots continues with *A.K.A. Goldfish: Joker*, on sale in August. With so many "crime" comics popping up lately, *A.K.A. Goldfish* is distinguished from the rest by Bendis' sharp dialogue, tight storytelling and crisp, stylized artwork. You can get in touch with Brian at Boom Boom Studios, PO Box 14736, Cleveland, OH 44114, or you can call Caliber Press, *A.K.A. Goldfish*'s publisher, directly at 1-800-346-8940.

Atomic City Special: If you haven't had a chance to pick up Jay Stephens' wonderful *Atomic City Tales*, then you owe it to yourself to try this new one-shot comic. Aside from containing all-new stories, this comic reprints and completes a story originally serialized in *Sputnik* magazine. "Offbeat" doesn't begin to describe the characters that wander around this comic. But the one thing that really makes this a top-notch book is Stephens' accomplished pen and brush work. For more information, write to Black Eye Productions, 338 Kribs Street, Cambridge, Ontario, Canada N3C 3J3, or those of you floating in cyberspace can e-mail them at mvrana@e-world.com.



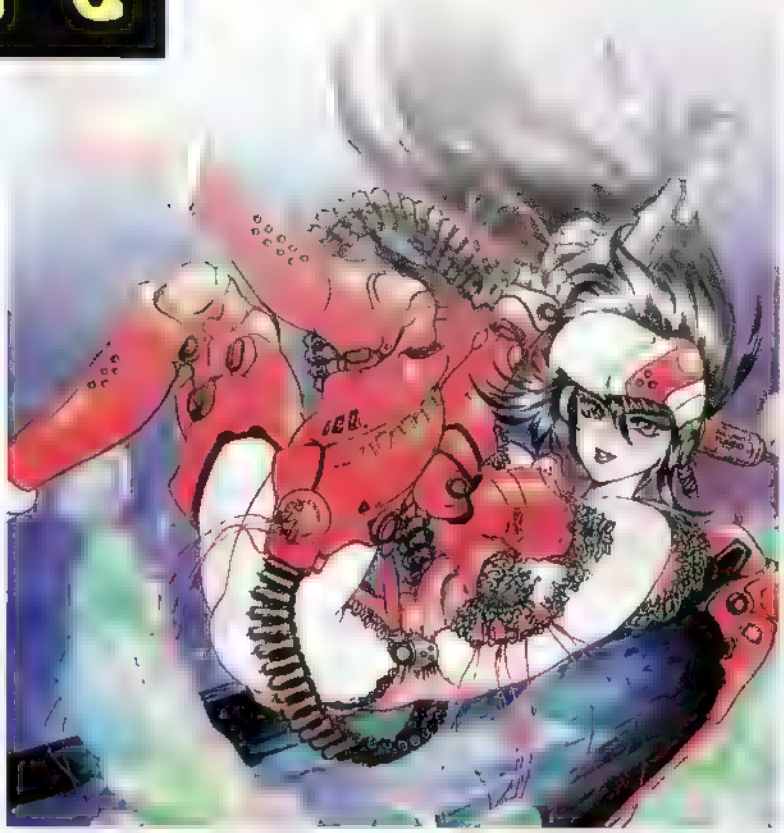
New Hat: Due to immense stupidity on my part, I forgot to mention Tom Hart's *Hutch Owen's Working Hard* when it first came out a year ago. So now I can beg you to write to Tom at PO Box 95973, Seattle, WA 98145-2973, and ask him to forgive me. You can also make up for my huge oversight by buying Tom's *New Hat*, out in July from the fine folks at Black Eye Productions (see above). If *Hutch Owen* was any indication of Tom Hart's talent, then New Hat will be a superb comic full of sharp insights and biting humor. You'll just have to pick up a copy and see for yourself.

THE ACME NOVELTY LIBRARY and all characters shown ™ & © Chris Ware. HUTCH OWEN ™ & © Tom Hart.

by Lea Hernandez

current manga and anime controversies

Two issues have been on the minds of anime and manga fans everywhere recently. (And judging from the message traffic in rec.arts.anime on Usenet, on their keyboards, as well.) One is, on the surface, rather trivial; the other has sparked trivial rants, but could have far-reaching implications for fans who have been producing translations of anime and manga, making T-shirts, and creating drawings and paintings of favorite characters. The second also promises serious consequences for people who've been making a living pirating anime videos.



Masamune Shirow's *Intron Depot* features the erotic scenes from *Ghost in the Shell* that didn't make the American cut.

no skin in the states

The first was the exclusion of two rather racy pages from the American translation of Masamune Shirow's *Ghost in the Shell*. They depicted *Shell*'s nominal heroine, Makoto Kusanagi, in a cybersex clinch with two other women.

Fans fretted over whether or not these pages, which were in the original manga, as well as in the early editions of Shirow's *Intron Depot* art book, would make the cut. Naturally, they didn't, and fans initially blamed Dark Horse Comics for "censoring" the material, then turned their anger towards Studio Proteus head Toren Smith.

What many of the readers did not know was that Masamune Shirow himself removed the material in question.

Altering manga art is actually rare, especially when you measure the total amount of manga produced against the amount of art removed.

Anime imported for television is often altered drastically. Anime imported for video, the issues of quality of translation and American voice-acting aside, remains virtually unchanged. This is because it, like manga, is not aimed at a children's market.

Why the need for censorship? In the case of anime for television, it's because the perceived market is children. Dumbing down may seem to be the order of the day, but there are other issues. One is that the Japanese have a considerably different attitude about casual nudity in their comics and anime. A bare breast in a television show is no big deal in Japan, but definitely a no-no for an animated action-adventure show (read "kid's show") in the U.S.

Or, as Satoru Fuji of Viz Communications simply puts it, "The rules are different in Japan."

What's acceptable in Japan is not going to be acceptable here. When Viz published Ryoichi Ikegami's *Mai, the Psychic Girl* in the U.S. nearly 10 years ago, a page was deleted because it depicted the teenaged Mai in her bath. The scene is innocent in context, but wasn't going to fly 10 years ago, when content was scrutinized much more closely. Similarly, in Masaomi Kanzaki's *Xenon*, published about the same time, a page was deleted and art altered in a few places to cover bare breasts. Although his preference is not to change art or words, Fuji feels that if such changes don't alter intent, and help a comic reach a wider audience, he's not against it.

Anime and manga fans on the Internet are generally a more savvy lot than the average fan, both in that they know anime and manga do sometimes get changed (for better or for worse) and are likely to have seen the untranslated originals, but a collective gasket was still blown when *Ghost in the Shell* appeared without the pages in question.

GHOST IN THE SHELL™ & © 1995 Masamune Shirow and Kodansha Ltd. All rights reserved. English translation © 1995 Studio Proteus and Dark Horse

The furor was such that Toren Smith issued a statement: "A variety of forces made the removal of the two pages necessary. First, the fact that to leave them in would have required a strong 'Mature Readers Only' warning both in the distributors catalog and on the cover of the comic itself.

"However, as both Studio Proteus and Dark Horse are creator-driven companies, we offered Shirow the choice. He himself was tired of getting flak over the pages (even in Japan) and decided to remove the pages, retouch the previous page and rewrite some of the dialogue."

Satisfying fans who want faithful translations and publishers who want profit (which strongly worded warning labels can kill), as well as dodging people who want to tell you what to read, watch and think can be an exasperating task, especially when the end result is sure to satisfy only two of the three

J.A.I.L.E.D

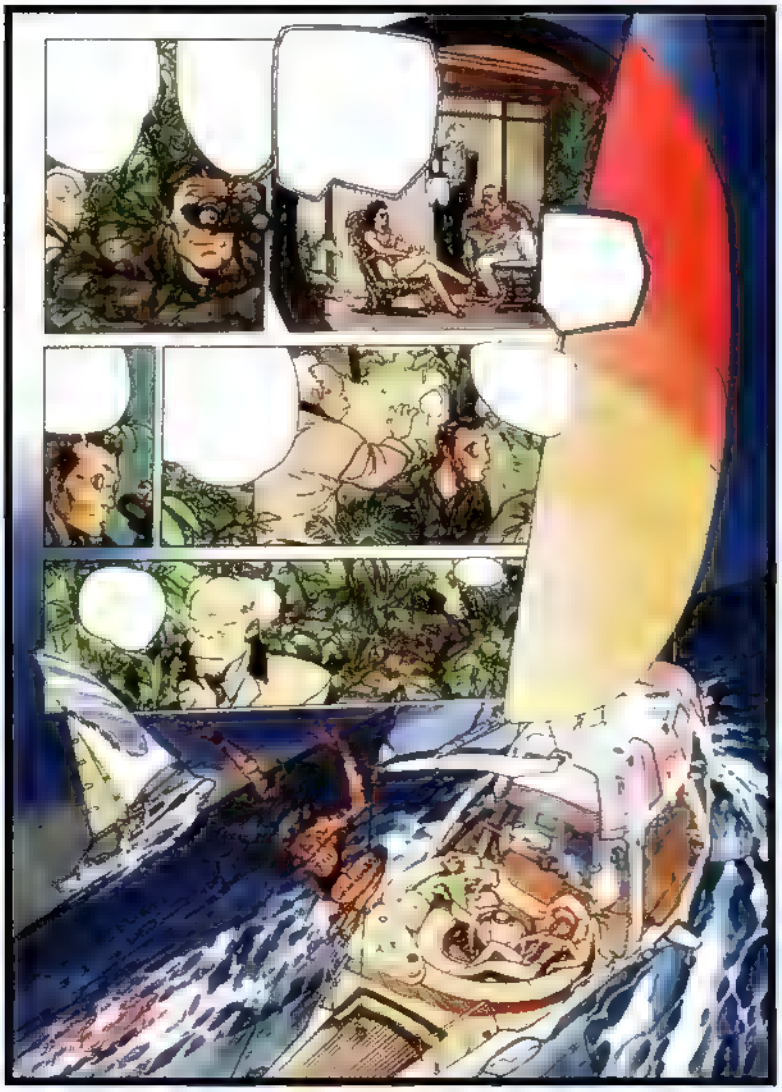
JAPANESE ANIMATION INDUSTRY LEGAL ENFORCEMENT DIVISION

The new anti piracy organization will crack down on all those manga pirates!

Even Antarctic Press, which brings over adult manga, has elected not to publish at least one story it felt was just too much for the American market, and has passed over other manga for the same reason. Although Antarctic is in the admittedly unique position of not having to delete pages for adult content, Editor-in-Chief Herb Mallette says he's really not for changing art or story. His concern is that changes may change an artist's intent

Both Antarctic and Studio Proteus have contracts that promise faithful translations. This means that nothing is done without a creator's consent, so what readers read is what creators approved. Unlike television products, there's no reason to worry that you're are seeing a story in a drastically different form.

A retouched page of *Ghost in the Shell* #2 from Dark Horse



bootleggers beware

The second issue is a new anti-piracy organization, J.A.I.L.E.D.—Japanese Animation Industry Legal Enforcement Division. J.A.I.L.E.D. is made up of A.D. Vision, AnimEigo Inc., Central Park Media Corp., Manga Entertainment Inc., Books Nippan, Pioneer Entertainment (USA) L.P., The Right Stuf, Viz Communications and Voyager Entertainment Inc. At this time, Streamline Pictures is not a part of J.A.I.L.E.D. due to a restructuring of Orion Pictures

The organization's goal is to prevent future piracy of copyrighted material owned by these companies.

J.A.I.L.E.D. also has a toll-free line to report piracy: 1-800-917-9799 (9 a.m. to 5 p.m. Eastern time, voice mail after hours).

Weeks before an official press release was issued, rumors of this new organization was generating furor among anime and manga fans on the Internet. Fans probably have good reason to worry: amateur subtitling groups sell the tapes they produce, and some fans mass-produce art and T-shirts, while other fans sell the translations they produce. Judging from J.A.I.L.E.D.'s stated goal, though, the big losers here will be the bootleggers who appear at anime, science fiction, comic and media conventions and sell their loot through ads and catalogs.

Although more manga and anime is available through legitimate channels than ever before, traditions of fandom continue in the form of fan translations of untranslated material and fan subtitling of videos. Many fans feel that they should be allowed to continue these activities, and have had an extremely negative and emotional reaction to J.A.I.L.E.D.

To counter this, J.A.I.L.E.D. issued a second press release, which addressed the question of how the new group would affect fan activities:

Antarctic Press' english translated manga for adults.

"J.A.I.L.E.D. is certainly not an organization devoted to antagonize anime fans. Anime fans are the basis of our business and we thoroughly appreciate their support and opinions. Rather, we are devoted to maintaining a high level of professionalism and quality throughout the Japanese Animation industry. Therefore, our efforts will be focused on prosecuting the most egregious offenders violating our Intellectual Property rights."

From a purely personal point of view, I think it's about time someone cracked down on the pirates who make enough money in one weekend to pay my rent for six months. On the other hand, it would be an enormously sad thing if fans became afraid to continue expressing their admiration for anime and manga through their newsletters and art. After all, admiration—not profit—is what most of these people who helped build the customer base for the anime market originally intended.

Until next time

Thanks to all the *Wizard* Manga Scene readers who e-mailed me their thoughts. Keep the e-mail coming to akiyama@cris.com.

Lea Hernandez letters and retouches manga, co-moderates the anime and manga forum for the online service GEnie, and writes and draws comics

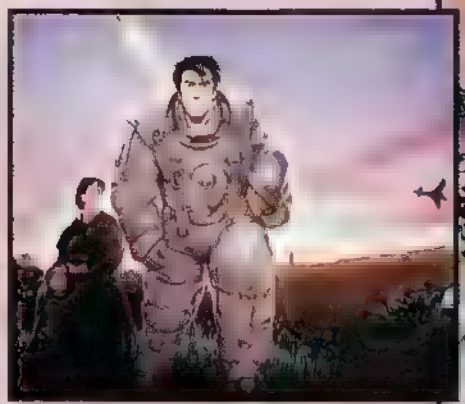
pick of the month

video:
Wings of Honneamise
(Manga Video, $19.95 dubbed, $24.95 subtitled)

While people who enjoy gore-and-girls-driven anime might find this a snoozer, the fact remains that *Wings* is simply one of the best animated films ever made. The surface is *The Right Stuff* set on an alien planet, but the underpinnings are religion, ethics and maturity.

The sheer technical accomplishment this film represents is even more amazing when you consider that the creative team members were almost all under 30 when they made this film, and some of them were still living at home. The love of craft and subject is evident in every frame

Even though December 31 is still far off, I can assure you that *Wings* isn't just a pick of the month, but of the year.



THE WINGS OF HONNEAMISE ™ & © 1995 Bandai Visual. STAINLESS STEEL ARMADILLO ™ & © 1995 Ryukihei. BATTLE BINDER PLUS ™ & © 1995 Ru[illegible] 046. VANITY ANGEL ™ & © Kaori Asano

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We're talking ANIME--the hottest animation from Japan--and PIONEER'S got the titles that are hitting Japan like a Tsunami!

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ARMITAGE III

The year is 2046. The place is Mars — A world where people live among highly developed humanoid robots. And when there's trouble, the Martian PD calls out Ross Sylibus, a recently transferred button down cop from Chicago and his new partner, ARMITAGE, the irreverent 19-year-old Martian born detective with a shocking attitude, a shocking wardrobe and a shocking secret.

This mature series delivers a sophisticated plotline as "Blade Runner" meets "Total Recall" in this gritty New Wave sci-fi thriller where robots have emotions and nothing is like it appears. You'll agree that Armitage is the sexiest 'toon to ever pack a piece.

KISHIN CORPS

If you're into Robots, this Retro-Sci-Fi series is what you've been waiting for!

In 1941, a Manchurian train is boarded by the evil Kanto Army searching for Dr. Takamura's black box module, but his young son, Taishi, escapes with it as mysterious Aliens descend from the sky, killing everything in their path. Just when Taishi is to save the day--this is Kishin Corps!

The secret battle lines are drawn between the Kanto Army, The Aliens and the Nazis. Kishin Corps is the Earth's only hope. And this is just the beginning!

The series has four volumes of the coolest in 1940s Retro-Robot Combat!

WARNING: PIONEER TAKES NO RESPONSIBILITY WHEN YOU GET HOOKED.

All titles available on Laserdisc and VHS in Dubbed and Subtitled versions.

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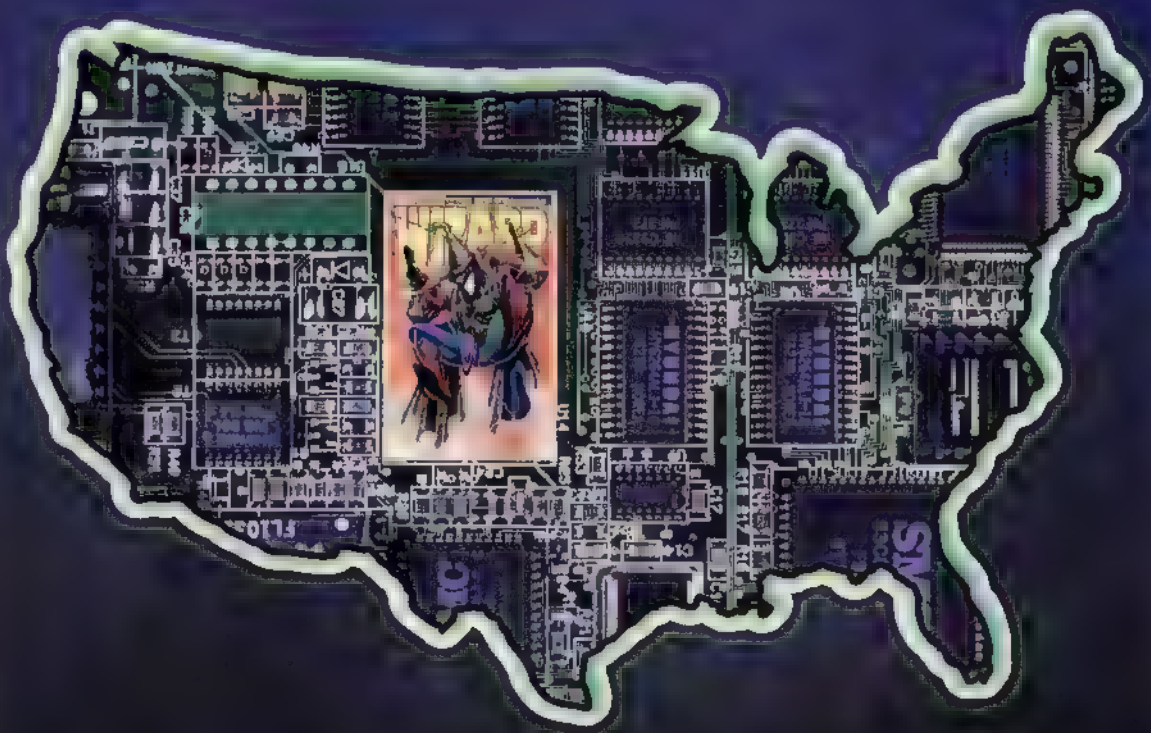
Send your name and address to:

Pioneer Entertainment, (USA) L.P.
Anime-10
P.O. Box 22782
Long Beach, California 90801

PIONEER
The Art of Entertainment

Wire Into Wizard



with America Online®

WIZARD WORLD is *WIZARD*'s new America Online area. Designed with comic book readers in mind, this area has tons of great stuff, including contests, price guides, forums, and chat areas. There's even a place to talk about *MAGIC: THE GATHERING*™ in the *INQUEST* folder. Want to check it out? Sign on to America Online and use the keyword "*WIZARD*," or call **800-754-4400** to get America Online software for your computer.

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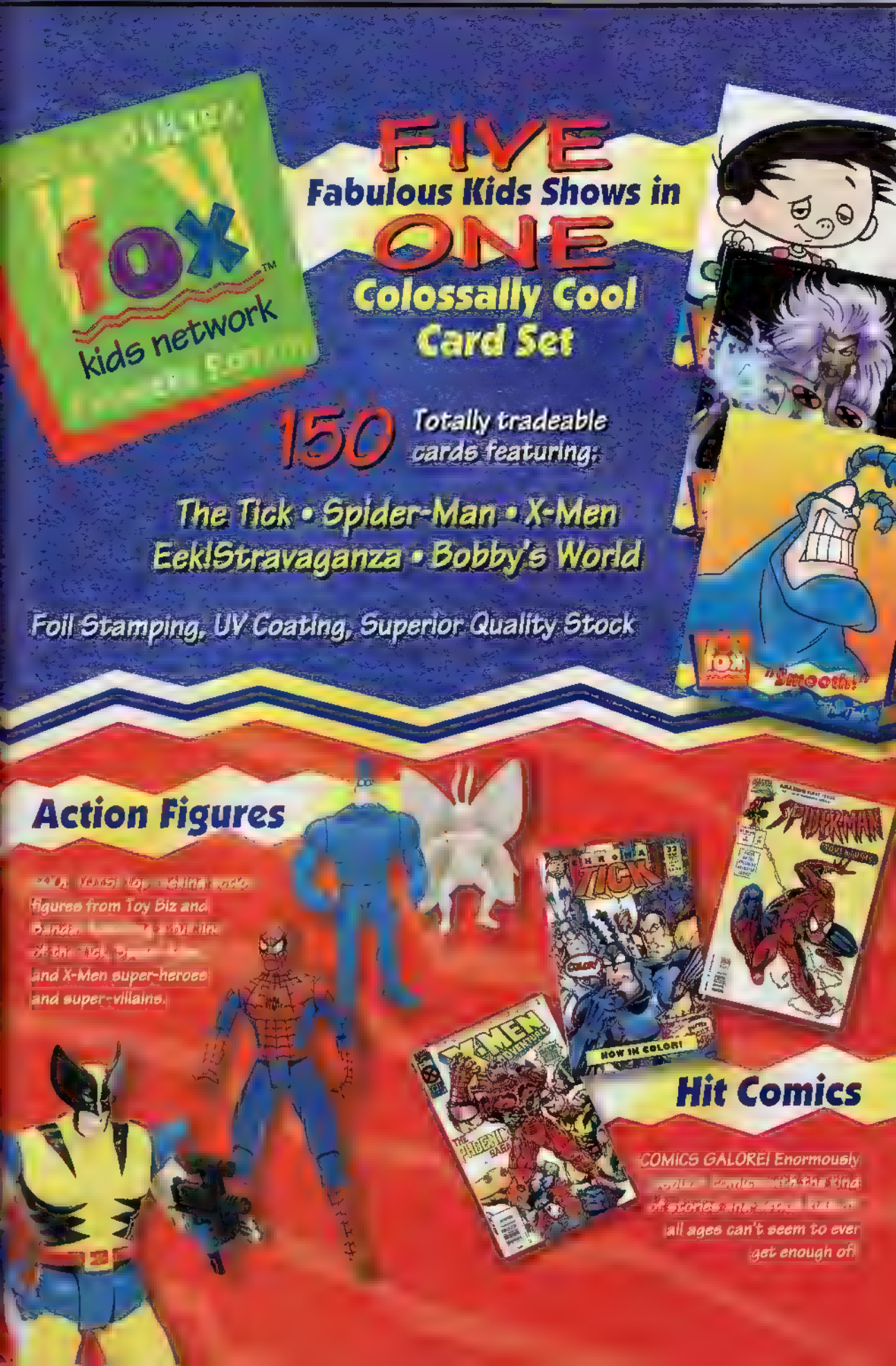
fox™
kids network
A Power Pop-Up™ In Every Pack!
KEEN!
Eek! the Cat
Wolverine
Bobby

Kids wouldn't trade their favorite TV shows for the world . . .

OR WOULD THEY?


fox
kids network
FIVE
Fabulous Kids Shows in
ONE
Colossally Cool
Card Set
150 Totally tradeable cards featuring:
The Tick • Spider-Man • X-Men
Eek!Stravaganza • Bobby's World
Foil Stamping, UV Coating, Superior Quality Stock
"Smooth!"
Action Figures
figures from Toy Biz and
and X-Men super-heroes
and super-villains.
TICK
NOW IN COLOR!
SPIDER-MAN
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COMICS GALORE! Enormously
all ages can't seem to ever
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Wizard of Cards

FLEER

This December, you can take a look at Marvel characters in a way you never have before.

Fleer Entertainment unveils four artists' unique takes on the Marvel Universe with the upcoming Marvel Masterpieces 1995 card set. Featuring artwork from Nelson DeCastro, Dave DeVries, Peter Scanlan and Dimitri Patelis, the card set will include at least 150 cards and additional subsets and chase cards. Final numbers have yet to be determined for the series.

Fleer's New Masterpieces

The four artists, who helped contribute to the '95 Ultra X-Men and Ultra Spider-Man card sets, combine various artistic styles for one really different set.

Chase cards include 24 limited-edition cards on canvas stock, 14 HoloFlash cards on etched holographic foil and nine lenticular cards which will feature four paintings on one card.

Look for more information on this product in future issues of *Wizard*.

• The premiere edition of the Fleer Ultra Fox Kids Network 150-card set explodes onto the scene in August, with cards based on several of Fox's animated series.

The set includes 60 *The Tick* cards, 30 *Spider-Man* cards, 30 *X-Men* cards, 20 *EekIStravaganza* cards and 10 from the weekday series *Bobby's World*.

Eight-card packs carry a suggested retail price of $1.49. Chase cards include 24 3-D pop-up cards (one in every pack) and 10 card-size animation cels (one in approximately every six packs).

• Fleer has teamed up with Nickelodeon and the producing team of Klasky-Csupo (*Rugrats, Duckman*) for the Fleer Ultra *AAAHH!!! Real Monsters* set, based on the Nickelodeon animated series, *AAAHH!!! Real Monsters* (What else?).

The 100-card basic set, available in August, will include episode scenes, monster scares, monster life, transportation pictures and a "create your own monster" coloring subset focusing on the exploits of the teenage monster trio of Ickis, Oblina and Krumm. Chase sets will include four Hologram cards and 24 monster pop-up cards, one in every pack. Eight-card packs carry a suggested retail price of $1.49.

• Fleer *Batman Forever* cards have been inserted into the Atlantic Records soundtrack to the film, available at retail outlets nationwide. The Fleer trading card, printed on trading card stock with silver-foil stamping and UV coating, features Val Kilmer as Batman. (And the U2 song alone makes the soundtrack worth buying.)

SKYBOX

DC Villains: The Dark Judgment trading cards debut in early August, featuring such classic villains as The Joker, Darkseid and Doomsday.

Featured artists in the 90-card set include Bill Sienkiewicz, Simon Bisley, Thom Ang, D. Alexander Gregory, Mark Chiarello, Scott Hampton, Kent Williams, Tony Harris and Joe De Vito. Writer Roger Stern (*The Death of Superman* novel, the *Superman: The Man of Tomorrow* series) will handle writing chores for the set.

Bonus cards include a Spectra-etched puzzle depicting The Gathering of Evil, foil-embossed Villains Attack cards and the first-ever comic book SkyMotion card, which brings Two-Face to life with original animated art.

Each seven-card pack has a suggested retail price of $1.79.

• A 90-card *Mortal Kombat* card set tied into the film and direct-to-video animation is scheduled for September. The card set will also feature code hints for the *Mortal Kombat* arcade and home video game.

Two levels of bonus cards include Red-foil and foil-embossed cards. The suggested retail pack price is $1.29, for eight cards.

• Based on the success of the first two series, SkyBox will release its third series of *Star Trek* episode-reviewing cards with *Star Trek The Next Generation*—The Episode Collection.

Scheduled for release in mid-August, the set will include images taken from actual footage of the show. Season Three includes 108 regular cards documenting the season's 26 episodes. Fans of Doctor Beverly Crusher (Oh, baby!) and Security Chief Commander Worf will be pleased to know that each is highlighted in a nine-card foil-stamped subset. Bonus cards include six foil-stamped and embossed cards featuring Klingon language (*Qapla'!*) and key characters, and two dual-image flip holograms featuring Crusher and Worf.

• *Free Willy 2: The Adventure Home*—the movie starring everyone's favorite whale (next to Moby Dick, of course)—will be avail-

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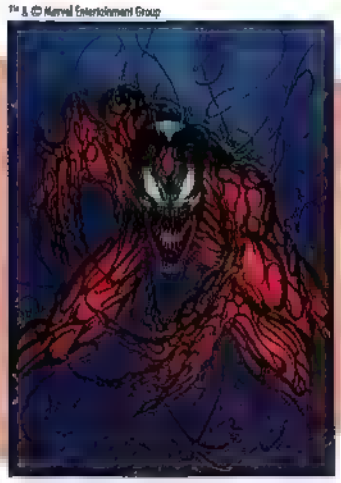
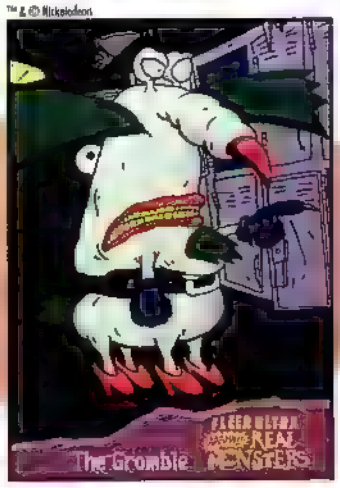


From the '95 Marvel Masterpieces Ultra Spider-Man card set

™ & © Ben Edlund

Spoon! The Tick card set is here!

™ & © Nickelodeon



Fleer and Nickelodeon's *AAAHH!!! Real Monsters*

able in a card series this month. The 90-card set includes 71 cards featuring film scenes and a shot of Keiko, the "real-life Willy." Twelve cards depict scenes from the animated *Free Willy* TV show

Bonus cards include pop-out cards of animated characters in every pack, nine cards containing a Spectra-etched puzzle and two lenticular bonus cards. Each pack has a suggested retail price of $1 29

• In other SkyBox news, the scheduled Prophet series has been bumped back one month to a November release....The SkyBox Master Series: Creators Edition Trading Card set slated for September has been reduced by 10 cards to a total of 95. Each six-card pack has a suggested price tag of $1.79. Bonus cards include six of the first-ever both embossed *and* foil-etched cards, the rarest of which is of an all-new character called SkyBox. By the way, the CD-ROM game to which this card line is linked, *SkyBorg: Into the Vortex*, releases in October....SkyBox has acquired the license for two card sets based on two upcoming films: *Jumanji*, the holiday release starring Robin Williams (based on the board game of the same name), and Disney's *Toy Story*.

TOPPS

The Cyberforce Chromium series comes your way in September, featuring art from Marc Silvestri's popular comic.

The series consists of 72 main cards with an 18-card insert set. Artwork will be provided by Silvestri and other talent from Top Cow Productions, Inc., including new *Cyberforce* penciler David Finch. Two levels of chase cards include Clearzone cards and Topps Matrix cards. Each pack carries a suggested retail price of $2.49.

• The *Star Wars* Master Vision set lands on the planet in October. The large-format cards are the same size as comic book covers and printed on 24-point board. The set will offer the best painted art from the Lucasfilm and Topps archives, including works by Dave Dorman, Hugh Fleming, Boris Vallejo, Ken Steacy, Ralph McQuarrie and the Hildebrandt brothers. The cards will be sold both loosely, and as a full set

Also in November, the *Star Wars* Galaxy III Series debuts. More details to follow next issue

• The Vampirella Gallery—Topps' first large-format vertical trading card series—will feature artwork new to trading cards starring one of the baddest of the Bad Girls

COMIC IMAGES

Comic Images makes its initial entry into the booming collectible card game market with *Star Quest: The Regency Wars*.

The game, which makes its debut in July at retailer shows and will be more widely available in September, involves a tale of warring factions struggling to gain control over a galaxy nearly decimated by a deadly viral disaster. The game focuses on five races—Saurians, Cyborgs, Vor'Pa, the savage Gorgon Horde and human Imperium—trying to gain control of the universe

The game consists of 325 cards (common, uncommon and rare) featuring art from science fiction and fantasy artists such as Frank Frazetta, the Hildebrandts, Luis Royo, Michael Whelan and others. The cards are classified into two separate categories, resource and battle The series will be available in 53-card starter decks (with the suggested retail price of $7.99) and 15-card booster packs (SRP, $1.79) Two of 30 premium foil Home World cards will be randomly inserted into starter decks

WILDSTORM PRODUCTIONS

In September, WildStorm Productions will release two trading card sets in the same month for the first time, with the Gen[13] Chromium trading Cards and Sergio Aragonés's Groo Trading Cards

The Gen[13] set contains 107 cards by a variety of popular artists, including J Scott Campbell, Jim Lee, Whilce Portacio, Travis Charest, Alex Garner, Michael Lopez, Kevin Nowlan, Mike Wieringo, Paul Gulacy, Terry Dodson and Joe Lee

The set includes swimsuit and battle card subsets, as well as a special nine-card set which contains a new Gen[13] comic book story written by Brandon Choi

Bonus card subsets include nine Gen-Active motion trading cards and nine glow-in-the-dark cards

The Groo set consists of 153 all-new images by Aragonés, with text by *Groo* co-writer Mark Evanier and color by Tom Luth. Bonus card subsets include 50 randomly inserted cards with an original sketch by Aragonés, 500 randomly inserted cards autographed by the artist and nine "Images of Groo" cards by different star artists

KROME PRODUCTIONS

Berkeley Breathed's "Bloom County" and "Outland" comic strips will make their trading card debut this August, in an all-Chromium Krome Productions set

The 100-card Bloom County/Outland set will feature such beloved characters as Opus, Bill the Cat, Milquetoast and others. Chromium chase cards are also planned for the set Each seven-card pack will contain one Chromium sticker—ack!

All of this nifty news was tracked down by the Wizard *staff during a heavy poker game. And yes, the chipmunk cleaned house.*

™ & © White Buffalo Games

Comic Images' *Star Quest: The Regency Wars*

™ & © Michael Whelan

Michael Whelan's *Other Worlds* card set

™ & © Berkeley Breathed

Cat got your tongue? Check out the Bloom County/Outland set.

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Red Hot industry growth deals a winning hand!

With its dominant share in trading cards, and a card game market that has rocketed into prominence around the world –

Fleer Entertainment captures the excitement & allure of both categories in one fantastic NEW game...Marvel OverPower!

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THE ULTIMATE FANTASY CARD GAME!

MARVEL'S GREATEST HEROES FIGHTING ALONE AND TEAMING UP IN PURSUIT OF THE GREATEST MISSIONS IN THE UNIVERSE! WIELDING GREAT POWER IN INCREDIBLE WAYS AND YOU CONTROL EVERY MOVE!

CAPTAIN AMERICA

WOLVERINE
ENERGY
FIGHTING
STRENGTH

SILVER SURFER
ENERGY
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IRON

SPIDER
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APOCALYPSE
ENERGY
FIGHTING
STRENGTH

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Begin the Play with Starter Decks

Each starter deck is pre-set so you know what you get and you get what you need!

6 *different* starter decks to choose from:

X-MEN
Sworn to Protect
Mutants Unite

MARVEL HEROES
Clobberin' Time
Heroes Assemble

VILLAINS
Deadly Foes
Lethal Allies

Specially designed with everything you need to play

- Heroes/Villains and their special abilities
- Power Cards
- Universe Cards
- Mission Cards

24 Starter Deck heroes in all!

Customize and Strategize with Booster Packs

Randomly packed cards.

21 Heroes and all-new special ability cards *only* available in booster packs including: Wolverine, Spider-Man, Magneto, Hulk, Iron Man, and Captain America.

Full assortment of Power and Universe Cards including Wild Cards and Teamwork Cards.

All-new collectable Mission Cards!

MARVEL OVERPOWER CARDGAME™ from fleer entertainment group, inc.

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the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in pink. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. The prices of some products, due to scarce availability and high demand, are listed as N.A., which stands for Not Available. A green bar indicates a new listing. **PLEASE NOTE: If a particular single card does not appear in a list of a set's single cards, it is known as a common card, and is valued at a price within the commons price range, which appears near the top of the listing.**

ADVENTURES OF BATMAN & ROBIN

SKYBOX 1995

Full Set (90)	$14.00
Unopened Box	32.00
3-Card Dark Knight Set	45.00
9-Card Foil Set	80.00
12-Card Pop-Up Set	6.00
Single Cards	.20-.30
Single Dark Knights	15.00
Single Foils	9.00
Single Pop-Ups	.50

BATMAN

Movie, Series 1
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$12.00
Unopened Box	9.00
Single Cards	.05-.10
Single Stickers	.25-.30
Glossy Set	30.00

Movie, Series 2
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$9.00
Unopened Box	6.00
Single Cards	.05-.10
Single Stickers	.15-.20
Glossy Set	30.00

BATMAN: THE ANIMATED SERIES

Series 1
TOPPS 1993

Full Set (100)	$13.00
Unopened Box	25.00
6-Card Cel Set	48.00
Single Cards	.15-.20
Single Cels	8.00

Series 2
TOPPS 1994

Full Set (100)	$12.00
Unopened Box	30.00
4-Card Cel Set	45.00
Single Cards	.10-.15
Single Cels	11.50

BATMAN RETURNS

TOPPS 1992

Full Set (88)	$5.00
Unopened Box	8.00
Single Cards	.05-.10
Stadium Insert Cards Set (A-J)	2.00
Single Inserts	.25

BATMAN RETURNS

STADIUM CLUB 1992

Full Set (100)	$8.00
Unopened Box	15.00
Single Cards	.05-.15

BATMAN: RIDDLER'S BACK

TOPPS 1966

Full Set (38)	$160.00
Unopened Box	N.A.
Decoder	10.00
Single Cards	4.00-4.75

BATMAN: SAGA OF THE DARK KNIGHT

SKYBOX 1994

Full Set (100)	$8.00
Unopened Box	24.00
Commons	.10-.50
1 Saga of the Dark Knight	.75
19 Dick Grayson	.75
21 Nightwing	.75
25 Tim Drake	.60
46 The Joker	.60
47 Catwoman	.60
84 The Broken Bat	.60
SkyDisc	70.00

Spectra-Etch

Full Set (5)	$50.00
Single Spectra-Etch Cards	10.00

BONE

COMIC IMAGES 1994

Full Set (90)	$7.00
Unopened Box	25.00
3-Card Cover Art Set	60.00
6-Card Chromium Set	48.00
Single Cards	.05-.10
Single Cover Art Cards	20.00
Single Chromiums	8.00
Medallion Card	25.00
Autographed Sketch Card	100.00

DC BLOODLINES

SKYBOX 1993

Full Set (81)	$8.00
Unopened Box	15.00
4-Card Superman Embossed Set	35.00
Superman Exchange Card	10.00
Redeemed Superman Card	16.00
Single Cards	.05-.10
Single Superman Embossed Cards	9.00

DC COSMIC CARDS

SKYBOX 1992

Full Set (180)	$8.00
Unopened Box	13.00
Box Set (4,500 ed.)	35.00
Commons	.05-.60
9 Modern Age Green Lantern	.85
16 Golden Age Superman	.75
17 Silver Age Superman	.75
18 Modern Age Superman	1.00
65 Nightwing	.85
120 Lobo	1.00
128 Darkseid	.75

Holograms

Full Set (10)	$25.00
DH1 Clark Kent & Lois Lane	7.00
DH2 Darkseid	3.50
DH3 Deathstroke the Terminator	3.50
DH4 Flash	3.25
DH5 Green Lantern	3.75
DH6 Hawkman	3.25
DH7 Lobo	3.75
DH8 Superman	7.00
DH9 Wonder Woman	3.25
DH10 Waverider	3.50

"Hmm...I wonder if Nicole's free tonight." SkyBox's DC Vertigo set.

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DC COSMIC TEAMS CARDS

SKYBOX 1993

Full Set (150)	$8.00
Unopened Box	13.00
Commons	.15-.30
37 Superman	2.00
44 Green Lantern	1.50
45 Flash	1.50
59 Nightwing	1.50
80 Lobo	1.50
114 Death	2.00
119 Sandman	2.00
131 Luthor II	1.00
134 Doomsday	1.25
146 The Ray	1.00

Holograms

Full Set (6)	$28.00
Single Holograms	4.50
DCH13 Lobo	6.00
DCH15 Superman	6.00

DC MASTER SERIES

SKYBOX 1994

Full Set (90)	$10.00
Unopened Box	32.00
Commons	.20-.50
1 Superman	2.00
2 Supergirl	.75
3 Superboy	1.00
4 Steel	.60
6 Lex Luthor	.75
7 The Eradicator	.60
9 Doomsday	.85
20 Captain Atom	.60
22 Martian Manhunter	.60
23 Nightwing	1.50
26 Arsenal	.60
28 Batman (Original)	2.00
29 Robin	1.25
30 Batman/Azrael	1.50
31 Bane	.85
33 Joker	1.25
35 Catwoman	1.25
36 Two-Face	1.00
37 Monarch	.75
42 Darkseid	.75
46 Green Lantern (Kyle)	1.50
50 Hal Jordan	1.50
53 Flash	1.50
54 Max Mercury	.75
55 Spectre	1.25
62 Lobo	1.00
64 Green Arrow	.75
70 Aquaman	1.25
71 Huntress	.75
73 Damage	.75
78 The Ray	1.00
82 Hawkman	.75
83 Hawkwoman	.75
85 Wonder Woman	.85
86 Blue Beetle & Booster Gold	.75
89 Shazam!	.85
90 Checklist	.75
Superman SkyDisc	80.00

Foils

Full Set (4)	$30.00
Single Foils	8.00

Spectra-Foils

Full Set (5)	$100.00
Single Spectra Foils	19.00
2 Batman/Joker	21.00
3 Superman/Doomsday	21.00
4 Flash/Reverse-Flash	20.00

DC VERTIGO

SKYBOX 1995

Full Set (90)	$15.00
Unopened Box	50.00
6-Card Gold Foil Set	80.00
Single Cards	.25-.35
Single Gold Foils	13.50
Death SkyDisc	80.00

EMPIRE STRIKES BACK

Series 1
TOPPS 1980

Full Set (132 Cards/33 Stickers)	$30.00
Unopened Box	45.00
Single Cards	.10-.15
Single Stickers	.35-.45

Series 2
TOPPS 1980

Full Set (132 Cards/33 Stickers)	$28.00
Unopened Box	42.00
Single Cards	.10-.15
Single Stickers	.35-.45

Series 3
TOPPS 1980

Full Set (88 Cards, 22 Stickers)	$30.00
Unopened Box	70.00
Single Cards	.20-.25
Single Stickers	.40-.50

FLAIR MARVEL

FLEER 1994

Full Set (150)	$65.00
Unopened Box	85.00
Commons	.60-1.00
2 The Incredible Hulk	2.00
3 With Great Power	2.00
4 God of Thunder	1.75
5 Spider-Man	2.00
10 Xavier	1.50
14 Man Without Fear	1.75
15 Scorpion vs. Spider-Man	1.75
16 Captain America	2.00
22 Spider-Man vs. G. Goblin	1.75
25 Dr. Doom	1.75
33 The Punisher	1.50
34 Wolverine vs. Hulk	1.75
38 White Queen	1.25
41 Days of Future Past	1.75
43 The Trial of Mr. Fantastic	1.25
48 The Black Costume	1.75
49 Puma vs. Spidey	1.50
51 Iceman	1.50
55 The Creation of Archangel	1.50
57 The Wedding	1.75
61 Venom	2.00
77 The New Hulk	2.00
82 Child of the Future	2.00
83 X-Factor	1.75
84 Blue & Gold	1.75
86 Omega Red vs. Wolverine	1.75
88 Carnage	1.50
94 Spider-Man 2099	1.75
100 Lethal Protector	2.00
104 Maximum Carnage	1.50
107 Psylocke	1.75
112 Cable	2.00
114 Gambit & Rogue	1.75
118 Wolverine Defeated	2.00
119 Bone Claws	2.00
120 Magneto Returns	2.00
121 Xavier vs. Magneto	1.75
129 Sabretooth Surrenders	1.75
130 Venom: The Madness	1.75
135 Carnage	1.75
140 Venom Lives	1.75
141 Cyclops	1.50
142 Jean Grey	1.25
143 Bishop	1.50

145	Rogue	1.75
148	Wolverine	2.00
149	Havok	1.50

Power Blasts
Full Set (18) $95.00
Single Power Blasts 5.00

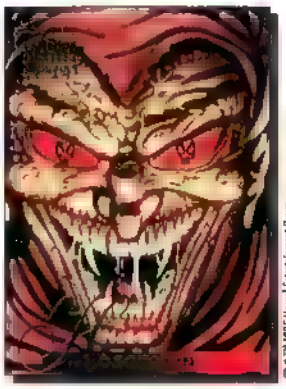
1	Cable	9.00
2	Cyclops	6.00
4	Magneto	9.00
6	Storm	6.00
7	Venom	8.00
8	Wolverine	9.00
9	Ghost Rider	6.00
12	Gambit	9.00
15	Spider-Man	8.00
18	Dr Doom	6.00

FLAIR MARVEL ANNUAL

FLEER 1995
Full Set (150) $55.00
Unopened Box 85.00
Commons .60-.70

1	Jean Grey	1.00
2	Nightcrawler	.85
3	Psylocke	.85
4	Gambit	2.00
5	Storm	.85
6	Iceman	.85
7	Colossus	.85
8	Beast	.85
9	Cyclops	1.00
10	Sabretooth	1.75
12	Emma Frost	.75
13	Jubilee	.75
15	Legion	.85
16	Cable	1.75
21	Shatterstar	.75
23	Random	.75
27	Mr. Sinister	.75
28	Havok	.75
29	Forge	.75
31	Mystique	.75
36	Kitty Pryde	.75
39	Broken Claws	2.00
40	Final Sanction	2.00
41	Healing Factor	2.00
42	Rogue	1.00
44	Nathan Dayspring	1.75
45	Apocalypse	.85
46	Bishop	.75
49	Spider-Man	1.25
50	Lifetheft	1.25
51	Pursuit	1.25
52	Hobgoblin	.85
55	Mary Jane	.75
57	The Shrieking	.75
58	Green Goblin	.85
60	Scarlet Spider	1.25
61	Power & Responsibility	.85
65	Scarlet Spider vs. Venom	1.00
66	Venom	1.75
67	Nights of Vengeance	.75
68	Separation Anxiety	.75
71	Black Cat	.75
74	Elektra	.85
75	Daredevil	1.00
76	Invisible Woman	.75
79	Human Torch	.75
81	Thing	.75
82	Hulk	1.00
83	Loss of a Friend	.85
84	Savage Hulk	.85
85	Namor	.75
96	Spider-Man 2099	1.00
105	Doom 2099	.85
107	Captain America	1.00
111	Thor	1.00
120	Dr. Strange	.75
123	Ghost Rider	.85
130	Silver Surfer	.85

"Everywhere I look, Spider-Man, Spider...hey, who's been messin' with my contacts?" 1995 Fleer Flair Marvel Annual set.



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133	Iron Man	1.00
144	Nova	.75
150	Checklist	.75

Power Blasts
Full Set (24) $25.00
Single Power Blasts 1.50

1	Wolverine	2.00
3	Venom	2.00
4	Rogue	1.75
5	Storm	1.75
7	Jean Grey	1.75
8	Jubilee	1.75
9	Sabretooth	2.00
11	Apocalypse	1.75
12	Beast	1.75
14	Captain America	1.75
15	Cable	2.00
16	Archangel	1.75
18	Iceman	1.75
20	Thor	1.75

Chromiums
Full Set (12) $30.00
Single Chromiums 2.50

1	Spider-Man	3.00
5	Hulk	2.75
7	Gambit	3.00
8	Cyclops	2.75
10	Bishop	2.75
12	Colossus	2.75

Holoblasts
Full Set (12) $40.00
Single Holoblasts 3.00

1	Wolverine vs. Cyber	3.50
3	Spider-Man vs. Scarlet Spider	4.00
4	Cable vs. Nimrod	3.50
6	Venom vs. Demogoblin	3.50
12	Gambit vs. Sabretooth	4.00

Duo-Blasts
Full Set (3) $15.00

1	Spider-Man & Scarlet Spider	5.50
2	Punisher 2099 & Vendetta	4.50
3	Iron Man & War Machine	4.50

IMAGE UNIVERSE

TOPPS FINEST 1995
Full Set (90) $25.00
Unopened Box 55.00
Single Cards .20-.30
6-Card Clear Zone Set 48.00
6-Card "I" HoloChrome Set 48.00
6-Card "D" HoloChrome Set 48.00
Single Clear Zones 8.00
Single "I" Cards 8.00
Single "D" Cards 8.00

LADY DEATH

KROME 1994
Full Set (100) $35.00
Unopened Box 60.00
Mystery Card 20.00
Brian Pulido Signed Card 40.00
Commons .20-.40

1	Lady Death	.60
2	Hope	.50
3	Evil Ernie	.50
7	Purgatori	.60
37	Holiday Wishes	.50
38	Cover: Lady Death 1	.60
39	Cover: Lady Death 2	.60
40	Cover: Lady Death 3	.60
41	Lady Death Swimsuit 1	.50
43	Swimsuit 1	.50
44	Swimsuit 2	.50
45	Swimsuit 3	.50
82	Death's Star 1	.50
83	Death's Star 2	.50
84	Death's Star 3	.50
100	Checklist	.50

Cels
Full Set (5) $45.00
Single Cels 9.00

MARVEL MASTERPIECES

SKYBOX 1992
Full Set (100) $45.00
Tin Set 70.00
Unopened Box 110.00
Commons .50-2.00

6	Bishop	2.25
7	Beast	2.50
8	Archangel	2.50
9	Apocalypse	2.50
11	Daredevil	2.50
13	Cyclops	3.00
14	Colossus	2.50
16	Captain America	3.00
26	Dr Doom	3.00
29	Gambit	4.00
31	Human Torch	2.25
32	Hulk	2.75
35	Havok	2.25
38	Iron Man	2.50
39	Invisible Woman	2.25
40	Iceman	2.50
46	Jean Grey	2.50
49	Magneto	4.00
57	Namor	2.50
59	Mr. Fantastic	2.25
62	Nightcrawler	2.50
65	Psylocke	2.50
66	Professor X	3.00
78	Sabretooth	4.00
79	Rogue	3.00
86	Storm	2.50
87	Spider-Man	4.00
90	Silver Surfer	2.50
91	Thing	2.25
92	Thor	2.50
94	Wolverine	4.00
95	White Queen	2.25
97	Venom	4.00

Spectra-Etch
Full Set (5) $55.00
Single Spectra-Etch Cards 12.00

1-D	Thing vs. Hulk	13.00
3-D	Wolverine vs. Sabretooth	16.00
4-D	Spider-Man vs. Venom	16.00

MARVEL MASTERPIECES (Series 2)

SKYBOX 1993
Full Set (90) $18.00
Unopened Box 45.00
Commons .25-.85

1	Hulk	1.75
2	Human Torch	1.75
3	Thor	1.75
4	Iron Man	1.75
5	Spider-Man	2.50
6	Wolverine	2.50
7	Cyclops	2.00
9	Namor	1.50
10	Storm	1.75
11	Silver Surfer	1.75
14	Thing	1.75
15	Captain America	2.25
16	Archangel	1.75
17	Beast	1.75
18	Cable	3.00
19	Carnage	1.75
21	Doctor Doom	1.75
22	Daredevil	1.75
24	Psylocke	1.75
27	Rogue	1.75
28	Sabretooth	2.75
31	Gambit	3.00
38	Colossus	1.75
39	Magneto	3.00
41	Spider-Man 2099	1.75
45	Venom	2.75
57	Bishop	1.75
60	Mystique	1.50
72	Nightcrawler	1.75
75	Jean Grey	1.75

Dyna-Etch
Full Set (8) $60.00
Single Dyna-Etch Cards 8.75

MARVEL MASTERPIECES

FLEER 1994
Full Set (140) $22.00
Unopened Box 55.00
Full Signature Set (140) 100.00
Commons .30-.75

1	Apocalypse	.85
2	Archangel	.85
3	Beast	.85
4	Bishop	.85
17	Cable	1.25
18	Captain America	1.00
20	Carnage	1.25
24	Colossus	.85
25	Cyclops	1.00
26	Daredevil	.85
31	Dr Doom	.85
41	Gambit	1.25
45	Jean Grey	.85
48	Havok	.85
50	Hulk	.85
52	Human Torch	.85
54	Iceman	.85
55	Invisible Woman	.85
56	Iron Man	1.25
58	Jubilee	.85
70	Magneto	1.25
76	Mr Fantastic	.85
81	Namor	.85
84	Nightcrawler	.85
90	Professor X	.85
93	Psylocke	.85
101	Rogue	.85
102	Sabretooth	1.25
111	Silver Surfer	.85
115	Spider-Man	1.50
116	Spider-Man 2099	1.00
118	Storm	.85
123	Thing	.85
124	Thor	.85
131	Venom	1.25
136	White Queen	.85
137	Wolverine	1.50

Holofoils
Full Set (10) $22.00
Single Holofoils 2.00

1	Captain America	2.25
2	Carnage	3.25
3	Daredevil	2.25
4	Hulk	2.25
5	Iron Man	2.25
8	Spider-Man	3.50
9	Venom	3.50

Power Blasts
Full Set (9) $45.00
Single Power Blasts 4.50

3	Cable	5.50
4	Cyclops	5.00
5	Gambit	5.50
6	Magneto	5.50
7	Rogue	5.00
8	Sabretooth	5.50
9	Wolverine	5.50

MARVEL METAL

FLEER 1995
Full Set (138) $40.00
Unopened Box 70.00
Full Silver Flasher Set (137) 160.00
Single Flashers each: 3-5X reg. card price
Commons .25-.30

1	Beast	.50
2	Bishop	.50
3	Cyclops	.60
4	Gambit	.75
6	Jean Grey	.50
7	Nightcrawler	.40
9	Weapon X	.60
11	Captain America	.60
13	Thor	.60

18	Silver Surfer	.60
23	Iron Man	.60
27	War Machine	.40
28	Daredevil	.60
31	Hulk	.60
32	Human Torch	.50
33	Invisible Woman	.50
36	Mr Fantastic	.50
37	Namor	.50
39	She-Hulk	.40
42	Thing	.50
45	Doom 2099	.40
53	Spider-Man 2099	.50
58	Dr. Strange	.50
59	Ghost Rider	.40
69	Punisher	.40
71	Carnage	.50
72	Dr Octopus	.40
75	Scarlet Spider	.60
78	Spider-Man	.60
80	Venom	.60
82	Apocalypse	.50
83	Archangel	.50
84	Banshee	.40
85	Beast	.50
86	Bishop	.50
88	Cable	.75
90	Colossus	.50
91	Cyclops	.60
93	Domino	.40
94	Gambit	.75
95	Cannonball	.50
96	Iceman	.50
97	Jean Grey	.50
98	Jubilee	.40
99	Juggernaut	.40
104	Magneto	.75
106	Mr. Sinister	.50
107	Mystique	.40
108	Nightcrawler	.50
110	Phoenix	.40
111	Professor X	.50
112	Psylocke	.50
113	Random	.40
114	Rogue	.50
115	Sabretooth	.75
117	Shadowcat	.40
119	Storm	.50
120	Strong Guy	.40
121	Stryfe	.40
124	White Queen	.40
125	Wolverine	.75
126	Beast	.50
127	Cable	.75
128	Dr Doom	.50
129	Fantastic Four	.50
130	Iron Man	.50
132	Rogue	.50
133	Silver Surfer	.50
134	Spider-Man	.60
135	Storm	.40
136	Venom	.60
137	Wolverine	.75
138	Checklist	.40

Gold Blasters

Full Set (18)		$58.00
1	Cable	3.75
2	Captain America	3.50
3	Cyclops	3.25
4	Gambit	3.75
5	Hulk	3.50
6	Human Torch	3.00
7	Iron Man	3.25
8	Jean Grey	3.00
9	Punisher	3.00
10	Rogue	3.25
11	Silver Surfer	3.25
12	Spider-Man	3.50
13	Storm	3.25
14	Thing	3.00
15	Thor	3.50
16	Venom	3.50
17	War Machine	3.00
18	Wolverine	3.75

Metal Blasters

Full Set (18)		$50.00
1	Cable	3.50
2	Captain America	3.00
3	Cyclops	3.00
4	Gambit	3.50
5	Hulk	3.00
6	Human Torch	2.50
7	Iron Man	2.75
8	Jean Grey	2.50
9	Punisher	2.25
10	Rogue	2.75
11	Silver Surfer	2.50
12	Spider-Man	3.00
13	Storm	2.75
14	Thing	2.50
15	Thor	2.75
16	Venom	3.25
17	War Machine	2.50
18	Wolverine	3.50

MARVEL UNIVERSE (Series 1)

IMPEL (SKYBOX) 1990

Full Set (162)		$50.00
Tin Set (4,000 ed.)		195.00
Unopened Box		110.00
Diamond Previews Uncut Sheet		25.00
Commons		.35-1.25
1	Captain America	2.00
2	Spider-Man (black costume)	2.75
3	Hulk	2.00
4	Daredevil	2.00
7	Professor X	2.00
8	Cyclops	2.00
9	Marvel Girl	1.75
10	Wolverine	3.50
16	Sub-Mariner	1.75
17	Hulk (gray)	2.00
18	Thor	2.00
21	Archangel	1.75
22	Iceman	1.75
23	Wolverine (orig. costume)	3.75
24	Storm	1.75
29	Spider-Man	3.50
30	Cosmic Spider-Man	2.00
32	Silver Surfer	1.75
34	Dr Strange	1.50
35	Havok	1.75
36	Colossus	2.00
37	Wolverine (patch)	3.75
38	Nightcrawler	1.75
41	Rogue	2.00
42	Iron Man	2.00
46	Beast	1.75
48	Storm (old costume)	1.75
57	Sabretooth	3.50
60	Dr Doom	2.00
63	Magneto	3.75
65	Mr Sinister	2.00
73	Venom	3.50
82	Ghost Rider	2.50
119	Wolverine vs. Sabretooth	2.50
139	X-Men	2.00
140	X-Men (old team)	2.00
143	X-Factor	2.00
144	Excalibur	2.00
156	Magneto	3.00
160	Wolverine	3.00

Holograms

Full Set (5)		$65.00
MH-1	Cosmic Spider-Man	13.00
MH-2	Magneto	12.00
MH-3	Silver Surfer	13.00
MH-4	Wolverine	18.00
MH-5	Spidey vs. Green Goblin	12.00

"Okay, honest opinion: Does this gun make me look butch?" Marvel Universe series 1 from SkyBox.

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MARVEL UNIVERSE (Series 2)

SKYBOX 1991

Full Set (162)		$35.00
Tin Set (7,500 ed.)		110.00
Unopened Box		60.00
Diamond Previews Uncut Sheet		19.00
Commons		.20-.75
1	Spider-Man	3.50
4	Marvel Girl	1.50
8	Iceman	1.50
11	Nightcrawler	1.75
15	Cable	4.00
17	Gambit	4.00
18	Psylocke	1.75
27	Havok	1.50
36	Banshee	1.25
38	Jubilee	1.25
39	Ghost Rider	1.25
40	Beast	1.50
42	Rogue	1.50
45	Silver Surfer	1.50
46	Storm	1.50
47	Archangel	1.50
48	Thor	1.75
50	Wolverine	3.25
51	Cyclops	1.75
53	Hulk	2.00
54	Captain America	2.00
56	Sabretooth	3.50
57	Magneto	3.50
58	Venom	3.50
88	Dr Doom	.75
91	Spider-Man/Venom	2.25
93	Wolverine/Sabretooth	2.25
106	X-Men: Sentinels	1.75
108	Wolverine/Hulk	2.25
112	Spider-Man/Lizard	1.75
117	X-Men/Marauders	1.75
125	X-Men/Magneto	2.25
138	Wolverine's Claws	2.25
148	X-Force	1.50
153	X-Men	1.75
154	X-Factor	1.50
155	Excalibur	1.50

Holograms

Full Set (5)		$30.00
H-1	Spider-Man	8.00
H-2	Hulk	5.00
H-3	Punisher	6.00
H-4	Dr Doom	7.00
H-5	FF vs. The Mole Man	6.00

MARVEL UNIVERSE (Series 3)

SKYBOX 1992

Full Set (200)		$18.00
Tin Set (10,000 ed.)		59.00
Unopened Box		30.00
Diamond Previews Uncut Sheet		9.50
Capital City Venom Holo, Promo		6.00
Commons		.15-.75
1	Spider-Man	3.00
4	Gambit	3.00
6	Beast	1.50
15	Silver Surfer	1.50
22	Nightcrawler	1.50
27	Iceman	1.50
30	Storm	1.50
37	Captain America	1.50
38	Wolverine	3.00
41	Professor X	1.50
46	Colossus	1.50
50	Cable	3.00
51	Psylocke	1.50
63	Archangel	1.50
64	Rogue	1.50
66	Jean Grey	1.50
68	Cyclops	1.75
70	Havok	1.50
74	Spider-Man & Wolverine	1.75
75	Wolverine & Capt. America	1.75
76	Wolverine & Hulk	1.75
77	Wolverine & Cable	1.75
88	Wolverine, Punisher & G. Rider	1.75
108	Venom	3.00
111	Dr Doom	2.00
112	Magneto	3.00
114	Green Goblin	1.75
120	Carnage	1.50
129	Sabretooth	3.00
146	Bishop	1.50
162	Spider-Man	2.25
164	Wolverine	2.25
179	X-Men Gold	1.75
182	X-Men Blue	1.75

Holograms

Full Set (5)		$25.00
Single Holograms		5.00
H-1	Hulk	6.00
H-3	Wolverine	6.00
H-4	Venom	6.00

MARVEL UNIVERSE (Series 4)

SKYBOX 1993

Full Set (180)		$12.00
Unopened Box		20.00
Commons		.10-.50
1	Hulk	1.50
31	Sabretooth	2.00
35	Cable	2.00
42	Nightcrawler	1.25
43	Havok	1.25
44	Psylocke	1.25
55	Venom	2.00
57	Carnage	2.00
59	Spider-Man	2.00
79	Dr Doom	1.25
109	Storm	1.25
110	Archangel	1.25
111	Beast	1.25
112	Rogue	1.25
113	Magneto	2.00
114	Gambit	2.00
115	Cyclops	1.75
116	Wolverine	2.00
117	Bishop	1.25
136	Origin of Wolverine	1.50
137	Origin of Cable	1.50
140	The Fate of the X-Men	1.25
143	Spider-Man's Parents' Secret	1.25
149	Wolverine vs. Sabretooth	1.50
152	Spider-Man vs. Venom	1.25
165	Spider-Man vs. Juggernaut	1.25
H-IV	Spidey vs. Venom H'gram	45.00

Foils

Full Set (9)		$38.00
Single Foils		4.50
1	Doom 2099	5.75
5	Spider-Man 2099	6.50
6	Punisher 2099	5.75
7	The Specialist	5.75
8	Deathstryke	5.75
9	Tiger Wylde	5.75

MARVEL UNIVERSE

FLEER 1994

Full Set (200)		$20.00
Unopened Box		50.00
Commons		.15-1.00
1	Spider-Man	1.75
2	Venom	1.75
4	Wolverine	1.75
5	Gambit	1.75
6	Silver Surfer	1.25
7	Rogue	1.25
8	Iron Man	1.25
93	Bishop	1.25
94	Cable	1.75
96	Colossus	1.00
97	Cyclops	1.25
100	Gambit	1.75
112	Psylocke	1.25
114	Rogue	1.25
115	Sabretooth	1.75
120	Storm	1.25
124	Wolverine	1.75
125	Carnage	1.25
130	Spider-Man	1.50
131	Venom	1.50
145	Captain America	1.25
150	Thor	1.25
155	Silver Surfer	1.25
161	Iron Man	1.25
188	Daredevil	1.25
190	Hulk	1.25
194	Namor	1.25

Holograms

Full Set (4)		$40.00
Single Holograms		10.00
1	Spider-Man	11.00
2	Wolverine	11.00

Power Blasts

Full Set (9)		$28.00
Single Power Blasts		2.50

the card price guide

1	Carnage	3.50
11	Gambit	4.00
6	Spider-Man	4.00
8	Cyclops	4.00

Suspended Animations

Full Set (10)	$40.00
Single S.A.s	4.00
1 Gambit	6.00
4 Iron Man	5.00
5 Silver Surfer	5.00
6 Spider-Man	5.00
8 Venom	6.00
10 Wolverine	6.00

RETURN OF SUPERMAN

SKYBOX 1993

Full Set (100)	$12.00
Unopened Box	28.00
4-Card Foil Set	.60.00
Single Cards	.20-.25
Single Foil Cards	15.00

RETURN OF THE JEDI

Series 1
TOPPS 1983

Full Set (132 Cards/33 Stickers)	$12.00
Unopened Box	22.00
Single Cards	.05-.10
Single Stickers	.10-.15

Series 2
TOPPS 1983

Full Set (88 Cards/22 Stickers)	$8.00
Unopened Box	17.00
Single Cards	.05-.10
Single Stickers	.10-.15

THE SANDMAN

SKYBOX 1994

Full Set (90)	$28.00
Unopened Box	60.00
Commons	.25-.60
1 Sleep of the Just	.85
8 The Sound of Her Wings	1.25
19 A Midsummer Night's Dream	.85
50 Ramadan	.85
56 The Corinthian	1.00
59 Nuala	.75
60 Matthew the Raven	1.00
62 The 3 Witches	.75
76 Rose Walker	.85
79 Lyta Hall & Daniel	1.25
89 Orpheus	.85
Sandman/Morpheus Hologram	65.00

Endless Gallery Bonus Cards

Full Set (7)	$175.00
Single Endless cards	24.00
1 Dream/Morpheus	27.00
7 Death	27.00

SPAWN

WILDSTORM 1995

Full Set (150)	$18.00
Unopened Box	36.00
4-Card Gallery Set	40.00
6-Card Toy Set	40.00
12-Card Painted Set	40.00
Single Cards	.10-.15
Single Gallery Cards	10.00
Single Toy Cards	7.00
Single Painted Cards	3.50
Clear Zone Card	50.00

SPIDER-MAN

Series 1
COMIC IMAGES 1992

Full Set (90)	$10.00
Unopened Box	50.00
6-Card Prism Set	95.00
Single Cards	.10-.15
Single Prisms	17.50

Series 2
COMIC IMAGES 1992

Full Set (90)	$8.00
Unopened Box	25.00
6-Card Prism Set	40.00
Single Cards	.10-.15
Single Prisms	7.00

SPIDER-MAN

FLEER 1994

Full Set (150)	$20.00
Unopened Box	45.00
Commons	.15-.85
1 Stick to Walls	1.00
46 Green Goblin	1.25
66 Carnage	1.25
67 Venom	1.25
82 Spider-Man & Wolverine	1.00
88 Spider-Man & The X-Men	1.25
89 Spider-Man & Venom	1.00
97 Spider-Man vs. Venom	1.00
98 Spider-Man vs. Carnage	1.00
100 Spider-Man vs. Green Goblin	1.00

Holograms

Full Set (4)	$45.00
Single Holograms	12.00

Suspended Animation

Full Set (12)	$32.00
Single S.A. Cards	3.50
1 Spider-Man	4.50
4 Venom	4.50
5 Carnage	4.50
7 Spider-Man	4.50
10 Spider-Man	4.50

Suspended Animation
(12-card Magazine Jumbo)

Full Set (6)	$45.00
Single S.A. Cards	8.00
1 Venom	10.00
3 Spider-Man	10.00
6 Carnage	10.00

Suspended Animation
(11-card Wal-Mart jumbo)

Full Set (6)	$40.00
Single S.A. Cards	7.00
1 Spider-Man	10.00
6 Spider-Man	10.00

STAR TREK (TV)

TOPPS 1976

Full Set (88 Cards/22 Stickers)	$300.00
Unopened Box	375.00
Single Cards	3.00-3.50
Single Stickers	3.25-3.75

STAR TREK (Movie)

TOPPS 1979

Full Set (88 Cards/22 Stickers)	$35.00
Unopened Box	85.00
Single Cards	.25-.35
Single Stickers	.40-.50

STAR TREK III (Movie)

F.T.C.C. 1984

Full Set (60 Cards/20 Spaceships)	$40.00
Unopened Box	90.00
Single Cards	.45-.55
Single Spaceships	.45-.55

STAR TREK IV (Movie)

F.T.C.C. 1987

Full Set (60 Cards)	$35.00
Unopened Box	50.00
Single Cards	.55-.65

STAR TREK 25TH ANNIVERSARY

Series 1 (#1-#160)
IMPEL/SKYBOX 1991

Full Set (160)	$10.00
Unopened Box	18.00
2-Card Hologram Set	18.00
Single Cards	.05-.10
Single Holograms	9.50

Series 2 (#161-#310)
IMPEL/SKYBOX 1991

Full Set (150)	$10.00
Unopened Box	18.00
2-Card Hologram Set	18.00

"I suck." Impel/SkyBox's *Star Trek 25th Anniversary* set.

© & TM 1995 Paramount Pictures

Single Cards	.05-.10
Single Holograms	9.50

STAR TREK: DEEP SPACE NINE

SKYBOX 1993
(Available in Factory Sets Only)

Full Set (48)	$4.00
2-Card Spectra Set	6.00
Single Cards	.10-.15
Single Spectras	3.50

STAR TREK: GENERATIONS

SKYBOX 1995

Full Set (72)	$12.00
Unopened Box	40.00
3-Card Villains Set	30.00
3-Card Captains Set	45.00
Single Cards	.10-.15
Single Villains	10.00
Single Captains	15.00
Redemption Card	75.00

STAR TREK MASTER SERIES (Series 2)

SKYBOX 1994

Full Set (100)	$15.00
Unopened Box	45.00
9-Card Triptychs Set	65.00
Single Cards	.10-.15
Single Triptychs	7.50

STAR TREK: TNG

SKYBOX 1992

Full Set (120)	$10.00
Unopened Box	20.00
Tin Set (10,000 ed.)	65.00
4-Card Hologram Set	28.00
Send-Away Hologram	7.00
Single Cards	.10-.15
Single Holograms	7.00

STAR TREK: TNG BEHIND THE SCENES

SKYBOX 1993
(Available in Factory Sets Only)

Full Set (39)	$12.00
Single Cards	.30-.35

STAR TREK: TNG—THE EPISODES COLLECTION

SKYBOX 1994

Series 1

Full Set (100)	$13.00
Unopened Box	40.00
Commons	.10-.15
6-Card Embossed Foil Set	60.00
2-Card Hologram Set	30.00
Tribute Card	4.00
Single Cards	.10-.15
Single Embossed Foils	10.00
Single Holograms	15.00

Series 2

Full Set (96)	$10.00
Unopened Box	36.00
Commons	.10-.15
6-Card Embossed Foil Set	45.00
2-Card Hologram Set	90.00
Single Cards	.10-.15
Single Embossed Foils	7.50
Single Holograms	45.00

STAR WARS

TOPPS 1977

Series 1 Full Set (66/11 Stkrs,Blue)	$60.00
Unopened Box	180.00
Commons	.60-.75
Series 2 Full Set (66/11 S's,Red)	40.00
Unopened Box	125.00
Commons	.35-.55
Series 3 Full Set (66/11 S's,Yellow)	50.00
Unopened Box	150.00
Commons	.35-.55
Series 4 Full Set (66/11 S's,Green)	50.00
Unopened Box	150.00
Commons	.50-.55
Series 5 Full Set (66/11 S's,Brown)	35.00
Unopened Box	110.00
Commons	.35-.55
Series 1/3 Stickers	1.25-1.75
Series 2/4 Stickers	.85-1.00

STAR WARS GALAXY

Series 1
TOPPS 1993

Full Set (140)	$16.00
Full Set (Uncut Sheets)	32.00
Unopened Box	40.00
6-Card Spectra Set	50.00
6-Card Spectra Set (Uncut Sh't)	85.00
Single Cards	.10-.20
Single Spectras	9.00

Series 2
TOPPS 1994

Full Set (135)	$15.00
Unopened Box	35.00
6-Card Foil Set	50.00
Single Cards	.10-.20
Single Foils	8.50
Autographed Card	35.00

STAR WARS WIDEVISION

TOPPS 1995

Full Set (120)	$22.00
Unopened Box	48.00
10-Card Finest Set	110.00
Single Cards	.15-.25
Single Finest Cards	11.00

SUPERMAN (TV)

TOPPS 1966

Full Set (66)	$225.00
Single Cards	3.25-4.00

SUPERMAN

Movie, Series 1, #1-#77
TOPPS 1978

Full Set (77 Cards/6 St'kers/6 Foil)	$25.00
Unopened Box	65.00
Single Cards	.20-.30
Single Stickers	.45-.55
Single Foils	.45-.55

Movie, Series 2, #78-#165
TOPPS 1979

Full Set (88 Cards/6 Stkrs/10 Foil)	$30.00
Unopened Box	80.00
Single Cards	.20-.30
Single Stickers	.45-.55

SUPERMAN II (Movie)

TOPPS 1981

Full Set (88 Cards/22 Stickers)	$13.00
Unopened Box	32.00
Single Cards	.10-.20
Single Stickers	.25-.30

SUPERMAN III (Movie)

TOPPS 1983

Full Set (99 Cards/22 Stickers)	$8.00
Unopened Box	18.00
Single Cards	.10-.20

SUPERMAN: DOOMSDAY

SKYBOX 1993

Full Set (100)	$40.00
Unopened Box	115.00
2-Card Foil Set	50.00
4-Card Spectra Set	100.00
Single Cards	.40-.50
Single Foils	25.00
Single Spectras	25.00

SUPERMAN: MAN OF STEEL

SKYBOX 1994

Full Premium Set (90)	$35.00
Unopened Premium Box	65.00
4-Card Forged in Steel Set	100.00
Single Cards	.50-.60
Single Forged in Steel Cards	25.00
Clark Kent/Superman SkyDisc	110.00
Full Collector's Edition Set (90)	12.00
Unopened Collector's Edition Box	25.00
6-Card Spectra-Etch Set	40.00
Single Cards	.20-.30
Single Spectra-Etch Cards	7.00

ULTRA SPIDER-MAN

FLEER 1995

Full Set (150)	$15.00
Full Gold Set (150)	$125.00
Unopened Box	54.00
6-Card HoloBlast Set	10.00
9-Card Golden Web Set	15.00
9-Card Masterpieces Set	15.00
10-Card ClearChrome Set	50.00
Single Cards	.10-.15
Single Gold Cards	.75-.85
Single HoloBlast Cards	1.75
Single Golden Web Cards	2.00
Single Masterpiece Cards	2.00
Single Clear Chrome Cards	5.00

ULTRA X-MEN

FLEER 1994

Full Set (150)	$35.00
Unopened Box	85.00
Unopened Jumbo Box	95.00
Commons	.25-1.00
1 Cyclops	2.25
2 Rogue	2.00
3 Beast	2.00
4 Gambit	2.50
5 Jubilee	1.50
6 Wolverine	2.50
7 Psylocke	2.00
10 Iceman	2.00
11 Bishop	2.00
12 Archangel	2.00
13 Storm	2.00
14 Jean Grey	2.00
15 Sabretooth	2.50
16 Professor X	1.75
17 Nightcrawler	1.75
21 Cable	2.50
29 Havok	1.50
43 Weapon X (Wolverine)	2.50
54 Colossus	1.75
55 Magneto	2.50
60 Apocalypse	1.75
97 Cyclops	2.25
98 Iceman	2.00
99 Angel	2.00
100 Beast	2.00
101 Marvel Girl	2.00
102 Professor X	1.75
109 X-Men Gold/1	1.75
110 X-Men Gold/2	1.75
111 X-Men Gold/3	1.75
112 X-Men Blue/1	1.75
113 X-Men Blue/2	1.75
114 X-Men Blue/3	1.75
137 Wolverine vs. Sabretooth	2.25
139 Wolverine vs. Omega Red	1.50
140 Wolverine vs. Hulk	1.50
141 Wolverine vs. Thing	1.50
142 Wolverine vs. Spider-Man	1.50
143 Wolverine vs. Silver Samurai	1.50
144 Wolverine vs. Hellfire Club	1.50
145 Wolverine vs. Cable	2.00
146 Wolverine vs. Sauron	1.50
147 Wolverine vs. Punisher	1.50
148 Wolverine vs. Lord Shingen	1.50
149 Wolverine vs. Lady Deathstrike	1.50

Fatal Attractions (Regular and Jumbo Packs)

Full Set (6)	$50.00
Single F.A. cards	9.00

Greatest Battles
6-Card Battles Set (Jumbo Packs)

Full Set (6)	$50.00
Single G.B. cards	9.00

Portraits (Regular, Anco 11/12-Card Packs)

Full Set (9)	$45.00
Single Portrait cards	6.00

Red-Foil Bonus (Anco 12-Card Packs)

Full Set (6)	$45.00
Single Red-Foil cards	7.50

Silver X-Overs (Anco 11/12-Card Packs)

Full Set (6)	$75.00
Single X-Over cards	12.50

UltraPrints

Full Set (5)	$15.00
Single Prints	3.00

ULTRA X-MEN (Series 2)

FLEER 1994

Full Set (150)	$22.00
Unopened Box	55.00
Commons	.20-.60
4 Archangel	.75
6 Bishop	.75
11 Colossus	.75
14 Cyclops	.75
20 Gambit	1.00
25 Jean Grey	.75
28 Magneto	1.00
38 Psylocke	.75
39 Redd & Slym	.75
40 Rogue	.75
41 Sabretooth	1.00
47 Storm	.75
52 Wolverine	1.00
63 Sabretooth	1.00
67 Nightcrawler	.75
88 Angel	.75
89 Beast	.75
90 Cyclops	.75
91 Iceman	.75
92 Marvel Girl	.75
93 Professor X	.75
94 Beast	.75
95 Cyclops	.75
96 Gambit	1.00
97 Psylocke	.75
98 Rogue	.75
99 Wolverine	1.00
100 Archangel	.75
101 Bishop	.75
102 Jean Grey	.75
103 Iceman	.75
104 Storm	.75
105 Professor X	.75
113 Cable	1.00
127 Cable vs. Deadpool	.85
128 Cable vs. Stryfe	.85
129 Cable vs. Wolverine	.85
130 Cyber vs. Wolverine	.75
131 Cyclops vs. Mr. Sinister	.75
133 Magneto vs. Prof. X	.85
134 Magneto vs. Wolverine	.85
135 Omega Red vs. Wolverine	.85
138 Sabretooth vs. Jean Grey	.85
139 Sabretooth vs. Wolverine	.85
140 Sauron vs. Wolverine	.75
141 Bishop	.75
142 Gambit & Rogue	.85
145 Psylocke & Archangel	.60
146 Rogue	.75
147 Scott & Jean	.75
149 Wolverine	1.00

Sinister Observations (Chromium)

Full Set (10)	$85.00
Single Sinister Cards	9.00
3 Cyclops	10.00
4 Gambit	11.00
8 Rogue	10.00
10 Wolverine	11.00

Hunters and Stalkers

Full Set (9)	$25.00
1 Apocalypse	3.50
2 Cable	3.50
3 Deadpool	3.50
4 Random	2.00
5 Bishop	3.00
6 Sabretooth	4.50
7 Wolverine	4.50
8 Magneto	4.50
9 Archangel	3.50

Suspended Animation

Full Set (10)	$45.00
Single S.A.s	4.50
2 Cyclops	5.00
3 Gambit	5.50
6 Magneto	5.00
10 Wolverine	5.50

WILDC.A.T.S

TOPPS 1993

Full Set (100)	$12.00
Unopened Box	25.00
6-Card Prism Set	60.00
Single Cards	.10-.20
Single Prisms	10.00

WILDSTORM

IMAGE 1994

Full Set (90)	$40.00
Unopened Box (Red)	65.00
Unopened Box (Blue)	65.00
Unopened Box (Green)	65.00
9-Card Refractor Set	100.00
15-Card Signature Set	300.00

WOLVERINE: FROM THEN 'TIL NOW

Series 1
COMIC IMAGES 1988

Full Set (45)	$15.00
Unopened Box	58.00
Single Cards	.20-.30

Series 2
COMIC IMAGES 1992

Full Set (90)	$8.00
Unopened Box	29.00
6-Card Prism Set	48.00
Single Cards	.20-.25
Single Prisms	7.50

X-FORCE

COMIC IMAGES 1991

Full Set (90)	$12.00
Unopened Box	22.00
Single Cards	.10-.15
Liefeld Signed Card (1,000 ed.)	55.00

X-FORCE

IMPEL (SKYBOX) 1991

Full Set (5)	$15.00
Single Cards	3.00
1 Cable	5.50
2 Shatterstar	3.25
5 Team	3.25

X-MEN

COMIC IMAGES 1991

Full Set (90)	$6.00
Unopened Box	32.00
Single Cards	.15-.20

X-MEN COVERS

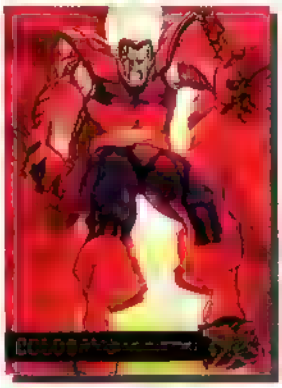
Series 1
COMIC IMAGES 1990

Full Set (90)	$7.00
Unopened Box	24.00
Single Cards	.10-.15

Series 2
COMIC IMAGES 1990

Full Set (45)	$4.00
Unopened Box	24.00
Single Cards	.10-.15

"Lghh...these...Lamaze classes are murder!" From Fleer's Ultra X-Men series 2 card set.



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X-MEN (Series 1)

SKYBOX 1992

Full Set (100)	$38.00
Tin Set (7,500 ed.)	70.00
Unopened Box	65.00
Cap. City Gold Magneto H'gram	10.00
Commons	.15-.75
1 Beast	1.00
2 Wolverine	2.75
6 Nightcrawler	1.00
11 Professor X	1.00
12 Psylocke	1.50
14 Storm	1.50
17 Cyclops	1.50
18 Gambit	2.75
19 Cable	2.75
20 Archangel	1.50
24 Jean Grey	1.50
25 Colossus	1.25
29 Jubilee	1.00
36 Rogue	1.50
38 Bishop	1.50
41 Magneto	2.75
52 Sabretooth	2.75
71 X-Men Gold	1.50
72 X-Men Blue	1.50
94 Gambit	2.75
95 Wolverine	2.50
98 Cable	2.50
Jim Lee Signed Card (w/stamp)	100.00

Holograms

Full Set (5)	$30.00
H-1 Wolverine	8.75
H-2 Cable	8.75
H-3 Gambit	8.00
H-4 Magneto	6.00
H-5 The X-Men	6.00

X-MEN (Series 2)

SKYBOX 1993

Full Set (100)	$25.00
Tin Set	65.00
Unopened Box	55.00
Commons	.20-.35
1 Archangel	1.50
3 Bishop	1.25
5 Cable	2.75
9 Colossus	1.25
10 Cyclops	2.00
12 Gambit	2.75
13 Jean Grey	1.50
20 Nightcrawler	1.25
24 Psylocke	1.50
27 Rogue	1.50
36 Wolverine	2.75
43 Cable (vs. Stryfe)	2.00
44 Stryfe (vs. Cable)	2.00
49 Wolverine (vs. Omega Red)	2.00
50 Omega Red (vs. Wolverine)	2.00
52 Wolverine (vs. Sabretooth)	2.00
53 Sabretooth (vs. Wolverine)	2.00
85 X-Men Blue Team	1.75
86 X-Men Gold Team	1.75
91 Sabretooth Unleashed	2.00
93 Persuasion Gambit-Style	2.00
98 The Claws of Wolverine	2.00
H-X Wolverine 3-D	40.00

30th Anniversary Foils

Full Set (9)	$40.00
Single Anniversary Foil cards	5.25
G-1 Cable	5.75
G-2 Cyclops	5.75
G-9 Wolverine	5.75

Holofoils

Full Set (3)	$36.00
H-1 Cable	15.00
H-2 Magneto	13.00
H-3 Storm	14.00

YOUNGBLOOD

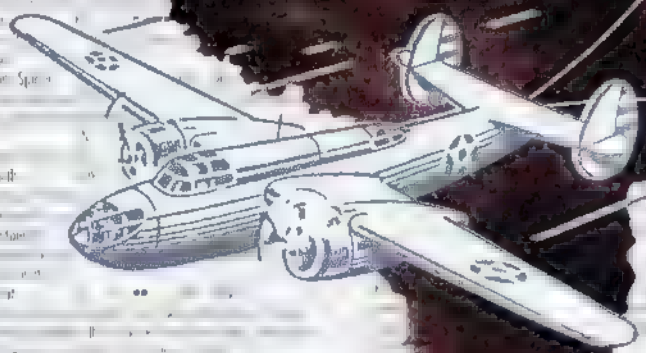
SKYBOX 1995

Full Set (90)	$24.00
Unopened Box	70.00
5-Card Wiggle Set	50.00
9-Card Sticker Set	20.00
Single Cards	.25-.35
Single Wiggle Cards	10.00
Single Stickers	2.25
Badrock SkyDisc	75.00

Wanna NUKE your opponents??

players guide

InQuest



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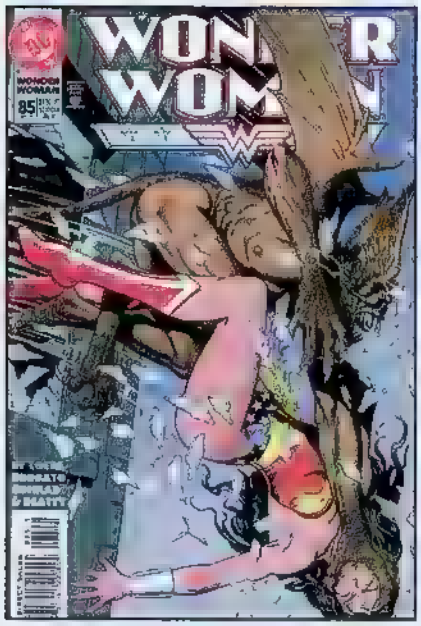
COMIC watch



WONDER WOMAN ™ & © DC Comics

Wonder Woman (vol.2) #85

Writer: ***William Messner-Loebs***
Artists: ***Mike Deodato Jr., Terry Beatty and Kevin Conrad***
Publisher: ***DC Comics***
Release date: ***April 1994***

Hey, lookee—another Wonder Woman book is a Comic Watch pick. And with excellent, more-than-credible reason. With *Wonder Woman* #85, DC Comics brought another new talent—artist Mike Deodato Jr.—from its surprise-filled sleeve to a title that desperately needed a sizable push in the market. Deodato Jr. was a major find: putting heart and soul into every single panel he draws, he produces thrilling action scenes (like WW's story-opening battle with a demon) and beautifully realistic figures (including the various killers who hunt down Diana's friends).

Whether or not DC—or the comic world—expected it, this professional's work soon became a tremendous force that catapulted *Wonder Woman* to sales highs (leaving Deodato one popular guy, natch). However, all the excitement actually started when Deodato began his 12-issue run on the series, with issue #90. His stylized depictions of Diana's homeland Themyscira and gorgeous female figures drew readers in, and sent collectors scrambling for this book—which introduced "WWII," Artemis—and the ultrarare #0, in which Deodato and Messner-Loebs brilliantly retold Diana's origin.

At first, these collectors only gradually picked up issue #85 until image's pick-up of the Mr. D as *Glory* artist, along with his current *Avengers* stint, really opened people's eyes. And now, this book, Deodato's first work on the amazon's title—and first major comic work, period—is swiftly becoming as hard to find as such an amazing artist. So track down and grab this one—the last page alone makes it all worth it!

good & cheap

by Mike Searle

Flash (vol. 1) #275-#277

Writer: ***Cary Bates***
Artists: ***A. Saviuk, F. Chiaramonte and F. McLaughlin***
Current Total Value: ***$9***

OK, even though Iris West, wife of Barry Allen (a.k.a. The Flash), is actually still alive, the way she "dead" was a pretty cool story and one of the biggest shocks in comic history.

Flash #275-#277 sets up Professor Zoom (a.k.a. Reverse-Flash) as one of the consummate comic book villains, and as *the* nemesis of the Flash. The way he kills Iris is brutal, merciless, and vicious (*and*, grudgingly, I'll admit it's somewhat ingenious, so I won't give it away). Poor Barry... you'll be feelin' everything in his heart when you read this: rage, desperation, and finally, despair.

All that is coupled with the Flash's disorientation (he's been drugged, and is in severe shock over his wife's death), and you witness a complete mental breakdown of one of the Earth's mightiest heroes. You begin to understand how difficult it must be to live the life of a hero, where powerful (and sometimes truly evil) forces are at work against you—where one sudden mistake could ruin your life.

And in the end, that's what makes the Flash a great hero. Readers witness his darkest moment, and how he battles back and overcomes it. He loses an important piece of himself, but still stays together for the people he has to protect. You gotta respect that.

PICKS
FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS, AS SELECTED BY THE *WIZARD* STAFF, SHIPPING IN AUGUST!

Vengeance of Bane II—The Redemption

Writer: ***Chuck Dixon***
Artists: ***Graham Nolan & Eduardo Barreto***
Release Date: ***August 15***
Cover Price: ***$3.95***

DC COMICS If Bane couldn't take down Batman while pumped up on the steroidal "Venom" drug and helped by the Arkham loonies, what chance does our favorite li'l spine-breaker have now that he's dried out and cooling his heels? "Physically, he'll be less imposing," admits writer Chuck Dixon. "But he's pulled himself back into shape in typical Bane fashion—all by himself. So he's even more convinced of his own righteousness, and he's purer in his vision."

While beating his Venom addiction in jail, Bane hears that the drug is being sold on the streets. Incensed, he uses his cunning to break out of jail with the aid of some friends, including KGBeast and Ratcatcher. "It's a great prison story," Dixon says. "His escape is much more spectacular than his earlier one [in the first *Vengeance* one-shot]."

Bane goes after the Venom dealer, and it's not too hard to guess who he bumps into. That means even more trouble than last time for our man Bruce Wayne. "The emotional rages of the Venom are gone," Dixon explains. "So Bane's actually more dangerous than before. His full mental capabilities are available."

The creative team and the 64-page format remain the same from the first one-shot, with the only change coming in the upgraded Mirraweb paper. And, oh yes, one other thing's different. "I think we've topped the first one," says Dixon. "It looks great. The guys did a hell of a job."

Is this Bane's swan song? Not by a long shot, Dixon reveals. "This issue will position Bane as a recurring nemesis for Batman. But we're not going to turn him into [Spider-Man's latest nemesis] Venom, where you see him every month or anything," he laughs. "His appearances will always herald something very special." Sounds like this issue won't be an exception to that rule. —Craig Shutt

Captain America #444

CAPTAIN AMERICA ™ & © Marvel Entertainment Group

Writer: *Mark Waid*
Artists: *Ron Garney & Mike Sellers*
Release Date: *August 8*
Cover Price: *$1.50*

MARVEL After an incred ble 10-year run, Mark Gruenwald turns the writing chores on the venerable star-spangled Avenger over to Mark Waid. Is the fan-favorite writer of *Flash* and *Impulse* and the dialogu er for all kinds of X-books up to the challenge? "I'm looking forward to this," he says. "It's coming along great." And he's got some pretty ambitious plans to push Cap back onto everyone's Must-Read list

Cap's post-Gruenwald career doesn't start off on the best footing, however. In #444, armed terrorists kidnap the pres dent and demand only one ransom—the shield slinger. Unfortunately, Cap is nowhere to be found. "The Avengers have to deal with this crisis while the world wonders if Cap is a coward, or if this is too big for him to cope with," Waid explains. "We'll see how Cap's viewed from different perspectives in the Marvel Universe "

The issue offers a prelude to "Operation Rebirth " which runs through #445-#448. That story heralds the return of the Red Skull, as well as a character who Waid will only hint is "someone we haven't seen in 20 years " It also features Cap "facing a cha enge he s never faced before, the biggest of his career." Can Waid generate the same buzz on this wing-headed hero as he did on DC's? Stay tuned —CS

Darkseid Vs. Galactus: The Hunger

Writer: *John Byrne*
Artist: *John Byrne*
Release Date: *August 8*
Cover Price: *$4.95*

DC COMICS/MARVEL "As soon as I heard the prem se knew how this story would end," says writer-artist John Byrne Fo owing u y s high-profi e revamping of *Wonder Woman*, Byrne presents a one-shot crossover that pits Marvel's devourer of worlds against DC s ma evo en master of Apokolips.

The ta e takes place prior to Galactus's first visit to Earth, when the Silver Surfer served as herald to the most powerful being in the universe. Fortunately, Byrne says, when Galactus arrives at Apokolips "he's really wasted. Otherwise, this story would have taken three panels to tell. Darkseid may be a god, but Galactus is a force of nature "

Darkseid is far from powerless against the world-eater, of course At one point, Darkseid animates a portion of the planet, causing it to rear up and attack Galactus. But that's the only direct physical combat Galactus takes part in "The main punching and hitting will occur between Orion and the Si ver Surfer," Byrne says. Key roles also will be played by Lightray and Highfather, he reveals, while a Watcher will appear in flashback scenes. Readers will also experience the cataclysmic first meeting of the Silver Surfer and Black Racer!

So who wins, John? C'mon, you can tell us! "Darkseid does not actu a ly defeat Galactus," he says cag ly. "Let's just leave it at that." —CS

DARKSEID ™ & © DC Comics. GALACTUS ™ & © Marvel Entertainment Group

Avengers/UltraForce #1

Writers: ***Warren Ellis (Malibu), Glenn Herdling (Marvel)***
Artists: ***George Pérez (Malibu), Angel Medina (Marvel)***
Release Date: ***August 15 (both books)***
Cover Price: ***$3.95***

MARVEL/MALIBU The relationship between Marvel and Malibu really gets steamy this month, as each releases its half of the Avengers/UltraForce crossover. "It's got George Pérez art, and you can't get cooler than that," points out Malibu editor Hank Kanalz. "George does the most outstanding Avengers of anyone." Pérez not only draws the Malibu half (*Ultraforce/Avengers* #1), which is the story's second part, but he pencils both covers, which fit together into one dramatic illustration.

The story spins out of Rune's adventures in the Marvel Universe, where he found the Infinity Gems and took them with him back to the Ultraverse. Now Loki, following his appearance in the *Godwheel* mini-series, intends to collect all six gems and take over everything. All that stands in his way is the combined might of the Avengers and UltraForce, who were brought together after the Avengers' Black Knight and Sersi found a breach into the Ultraverse. What they don't know (but readers of July's *Eliminator* #3 do) is that Sersi holds a wild card that makes her a pivotal player in the drama.

This tale leads into a major storyline called "Black September," which dramatically changes both universes. Included is Kevin (Prime) Green travelling to the Marvel Universe, where he runs into everyone's favorite web-swinger! —CS

TM & © Marvel Entertainment Group, PRIME™ & © Malibu Comics Entertainment

Mars Attacks #1

Writer: ***Keith Giffen***
Artist: ***Charles Adlard***
Release Date: ***August 8***
Cover Price: ***$2.95***

TOPPS This ongoing series expands upon the foundation of Topps' mini-series, which was inspired by the recently re-released trading card set. Keith Giffen writes the first issue, then turns the reins over to series editor Dwight Zimmerman. He finishes the five-issue first arc with Giffen's "input and inspiration."

During the course of this arc, we'll be checking in with many of the characters who appeared the first time around. That includes Woody Brown (named for Mars Attacks creators Woody Gelman and Len Brown), who's in a refuge camp on the Martian side and is about to become dinner for a tribe of cannibals. Nurse McKay isn't doing much better, as she's forced to become a guinea pig in a Martian breeding experiment.

We'll also be reintroduced to everyone's favorite giant insects, when the Martians have to deal with a giant ant colony that's taken over San Diego. "For the first time, we'll see a Martian military operation going full bore," Zimmerman says. That includes Seek And Destroy Advanced Armored Mechanical—Insects (SADAAMIs), which are cyborg insects with human heads. Mmm, baby.

The series gains a major push next summer, when the Warner Brothers movie, to be directed by Tim Burton, is released. The film will be adapted in the comic's run, making this a great time to jump on the bandwagon. —CS

MARS ATTACKS™ & © The Topps Company, Inc.

MORE PICKS

The following pages list the peachiest titles shipping in August, as selected and written by the *Wizard* staff. Books marked with a check ✓ sign are comics that should not be overlooked on the often-stuffed comic shelf.

Akira #34

MARVEL "Tetttttsuoooo, I'm back!!!" After about three fr'ggin' years of agonizing waiting, the final issue of this epic manga series is finally out. This issue picks up right where the action left off, and leads you to the ultimate concluding battle. Discover the fate of the world in this 64-page baby! By Katsuhiro Otomo, with Jo Duffy and Steve Oliff. **$6.95**

Aquaman #13

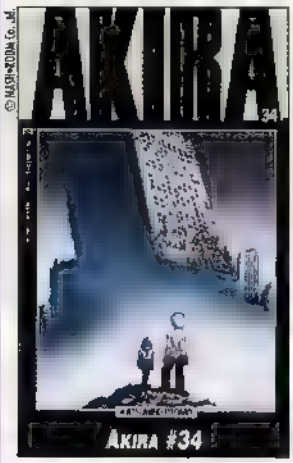
DC COMICS It's Aquaman vs. Thanatos (that's Mera's hubby) in Mera's dimension. What's worse, The Others show o' Thanny the way to Aquaman's dimension. Hey, if there was just one more dimension in this comic, you'd need those neat 3-D glasses! By Peter David, Marty Egeland and Howard Shum. **$1.75**

The Batman Adventures #36

DC COMICS Sniff. Sniff. Sorry, but it's the last issue of *Batman Adventures*. But that's OK, 'cause next month starts *The Batman and Robin Adventures*! Anyway, this issue sees Batman and Catwoman working together (Mwrrroww.) after they both come down with a bad case of amnesia. "Hmm, Selina. Where're my pants...?" By Ty Templeton, Mike Parobeck and Rick Burchett. **$1.75**

Batman Books

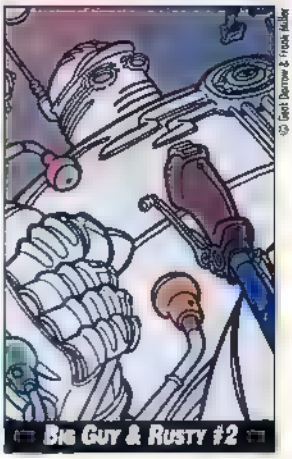
DC COMICS "The Baaaat? Awww, there ain't no Bat!" Well, actually there is, and he's all over the place this month. First off, check out *Batman* #523, where The Scarecrow's offin' all of his old schoolmates. Even that fat kid named Eugene who used to eat all that paste! Graduate up to *Batman: Shadow of the Bat* #43 for "The Secret of the Universe," Part 1 (of 3). It's animals galore as Batman goes after Catwoman, who stole some sacred doohickey from Catman, all while the Ratcatcher lets loose a herd (a herd?) of rats in Gotham. Then get yer fans out, 'cause it's a hot one over in *Detective Comics* #690. Firefly ends up in the hotseat when he confuses his work with his social life and ends up burning down the very place where his date is. It's up to the Dynamic Duo to put out the flames and save Firefly's ass! **$1.95 EACH**



Akira #34

Batman Books

Batman: Man-Bat #1


Big Guy & Rusty #2

Batman: Man-Bat #1 (of 3)

DC COMICS Oh, baby! It's finally here, and Man-Bat's never looked better! This Elseworlds tale sees the Dark Knight confront his winged counterpart, the Man-Bat, a.k.a. Kirk Langstrom. It seems Langstrom's bent on creating a whole new race of Man-Bats that will take over the world, and only Batman's man enough to stop him. More rodents than you can shake a stick at, by Jamie Delano and John Bolton. **$4.95**

The Big Guy and Rusty the Boy Robot #2 (of 2)

LEGEND/DARK HORSE We got a problem here. Seems there's this four billion-year-old creature, who's so friggin' big that he blocks out the sun. The sun! Are you listening to me? And what's worse—besides George Hamilton losing his tan—is that he's come to wipe out humanity and reclaim Earth for himself. That just can't be good. So, The Big Guy and Rusty try to put an end to him. Not good. By Frank Miller and Geof Darrow. **$4.95**

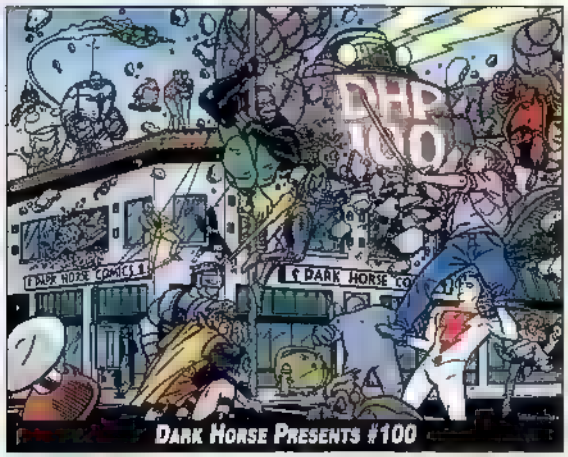
Catwoman #25

DC COMICS It's "Beat the Clock," as Catwoman and the PsyboRats (shouldn't that be PsyBrats?) are competing for the late billionaire C. Carstairs Biddle's fortune, which he hid somewhere in his mansion. Oh yeah, there's plenty o' booby traps protectin' the goods! And just for kicks, Robin jumps in to make sure everyone's playing fair. (Guess they couldn't find Bob Barker.) A double-sized issue by Chuck Dixon, Doug Moench, Jim Balent, Bob Smith and James A. Hodgkins. **$2.95**

Dark Horse Presents #100

DARK HORSE This anniversary issue is so freakin' huge, that Dark Horse has made it into a five-issue mini-series! Why, that's just unprecedented! What were they thinking? This series features the talents of Frank Miller, Geof Darrow, Paul Chadwick, Harvey Pekar, Eddie Campbell, Evan Dorkin, Berni Wrightson, Mike Mignola, Paul Pope and Dave Gibbons, to name just a few. This series is just chock full of good ol' stories! **$2.50 EACH**

MORE PICKS



© Dark Horse
DARK HORSE PRESENTS #100

EXTREME 3000 PRELUDE

IMAGE "MARTY, WE'VE GOTTA GO BACK...TO THE FUTURE!!" The future of Image, that is! This new storyline, which will be spread out into four mini-series this fall, shows you a completely different "image" of a world you only thought you knew. Martial law is enforced by the Youngblood in the entire western hemisphere, while a secret society called the NewMen are constantly causing trouble. Manhattan is now a prison state for some heavy-duty criminals (Yeah, that's real different than Manhattan now.). And Supreme's offspring are using their godlike powers to gain some high positions of power. By Rob Liefeld, Eric Stephenson and Roger Cruz. Also check out *Team Youngblood* #21 this month, which continues the Extreme 3000 storyline. Badrock returns from the future to stop the team from drastically *changing* the future! By Eric Stephenson and Roger Cruz. **$2.50 EACH**

✓ FLASH #106

DC COMICS That Wally West character has like the worst luck with women. Things are doin' pretty OK with him and Linda, and then that New Titan, Magenta, shows up to tell her ex-sweetie (that's Wally for you slow folks) all about the pain she's been goin' through. Plenty of messed-up romances, courtesy of Mark Waid, Oscar Jiminez and Jose Marzan, Jr. Waid says, "Wally's old girlfriend shows up. Thanks to events that have spooled out of *New Titans*, she's about six steps on the other side of crazy. It's not so much a Wally story as it is a Linda story. And this really kind of puts a definite spin on where their relationship is going to go from here on out." **$1.75**

GLORY #0

IMAGE You've spent more than enough time droolin' over Glory and her assets. It's high time you learned somethin' about her. This puppy gives ya the skinny on Glory's origin and her ever-lovin' mission. By Jo Duffy and Mike Deodato Jr. **$2.50**

GODZILLA #3

DARK HORSE Godzilla finishes puttin' the kibosh on that man-made Cybersaur (silly humans!), only to come face to face with a giant bat-lizard-monster thingie from outer space that saw the fight and decided to head towards Earth and eat the loser of the battle. What the hell are they smokin' over at Dark Horse? Well, you're guaranteed plenty of bloody action by Kevin Maguire, Brandon McKinney and Scott Reed. **$2.50**

GREEN GOBLIN #1

MARVEL The newest incarnation of that pumpkin-throwin' freak gets his own series! Wow—at this rate, Spidey's villains may have more titles going than him. Find out where the Goblin got his new threads and his deadly pack o' weapons. (And what he keeps in his pants!) By Tom DeFalco and Scott McDaniel. **$2.95**

GREEN LANTERN #67

DC COMICS Hey, kids. There's a new ruler of New York City, and his name's Sonar. (Guess that Giuliani character is high-tailin' it outta town!) After he gets himself a nice big throne in Times Square, the high-exalted mystic ruler asks for the execution of Green Lantern and that i'll speedster the Flash. It's up to you, New York/Newww Yorrrk/Daa da da da... By Ron Marz, Paul Pelletier and Romeo Tanghal. **$1.75**

✓ ICON #30

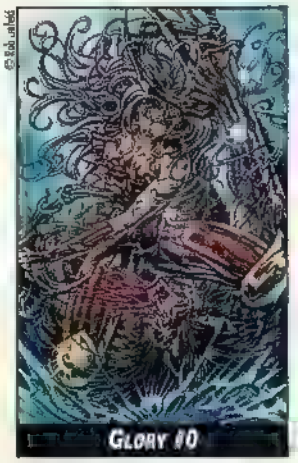
MILESTONE/DC Following this summer's riot, Icon packs his bags and heads for the stars again. And believe you me (What the hell kind of expression is that, anyway?), he ain't ever coming back! (Yeah, OK.) Also, he's got a surprising little stowaway. (Ten bucks says it's Soleil Moon Frye.) By Dwayne McDuffie, M.D. Bright and Mike Gustovich. **$2.50**

✓ THE INCREDIBLE HULK #434

MARVEL "Over the Edge," Epilogue. This puppy has the funeral of the year, but we won't tell ya whose it is! Guest stars galore include Wolverine, Forge and Banshee (OK, that rules those three out as buyin' the farm. Although bein' in a casket *does* count for a guest appearance...) By Peter David and J.R. Justiniano. **$1.95**

KURT BUSIEK'S ASTRO CITY #1

IMAGE Welcome to Astro City, and no, Kurt Busiek doesn't live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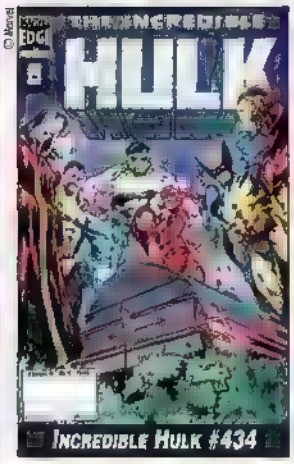
GLORY #0

© Marvel
GREEN GOBLIN #1

MORE PICKS



INCREDIBLE HULK #434

KURT BUSIEK'S ASTRO CITY #1

here (damn tourists)! In our first issue, you'll meet The Samaritan Gosh, he's a heck of a noble guy. He'll be introducing you to the Honor Guard and be participatin' in a nasty ol' skirmish with The Living Nightmare. Make sure you keep your hands inside o' the bus! By Kurt Busiek and Brent Anderson, with an absolutely "marvelous" Alex Ross cover. **$2.25**

LADY DEATH IN LINGERIE #1

CHAOS! Yeah, like you haven't already seen enough of her. Well, the Queen of the Dead puts on a little fashion show for you kiddies hopped up on hormones. Plus, you'll also see the winner of *Wizard* #46's Lady Death swimsuit contest. What the hell's she doin' wearing a swimsuit in a lingerie special? By waaay too many artists to even attempt listing. **$2.95**

MAGNUS, ROBOT FIGHTER #59-#60

ACCLAIM Hoo boy. Looks like Magnus is back, but is it really him? Whatever the case, Magnus and Rai go at it big time in a final showdown. Then in issue #60, the Molevs are back! This time they're helping us out, seeing as how there's a nasty new creature called Hyve who's bent on world domination. Sick creep. By Keith Giffen, Kevin Kobasic, Grey and Mike DeCarlo. **$2.50 EACH**

NIGHTWING #2 (OF 4)

DC COMICS It's yet another new costume for Nightwing. They should bring back his original '70s stylin' one! It was so jazzed! Anyway, Dick here jumps back into the crime-fightin' scene as the mystery surrounding his parents' death deepens. By Denny O'Neil, Greg Land and Mike Sellers. **$2.25**

✓ PUNX #2 (OF 4)

ACCLAIM You want punks? You got 'em! You want riff raff, street scum, noisy, loitering, freaks of nature? You got those, too! This issue has something to do with the Harbingers and a bunch of other stuff. And as Rip Taylor puts it, "It's FUNNY!" By Keith Giffen and Claude St. Aubain. Giffen says, "I guess the main thing to realize is that it's more stream-of-consciousness nonsense, which is really what the book is. It starts off with a standard comic book fight scene, and then it turns into an appendix to Scott McCloud's *Understanding Comics*, and Scott himself walks in. Then we grudgingly go back to the main story. I'm having fun again." **$2.50**

ROBIN #21

DC COMICS "Ninja Camp," Part 1 (of 2). Neat, sounds like a John Hughes film! While investigating the death of one of his classmates, Tim stumbles upon a training camp for ninjas! Also, Ariana visits Tim in the middle of the night for a secret rendezvous. (Hubba hubba!) By Chuck Dixon, Mike Wieringo and Stan Woch. **$1.95**

SAVAGE DRAGON #22

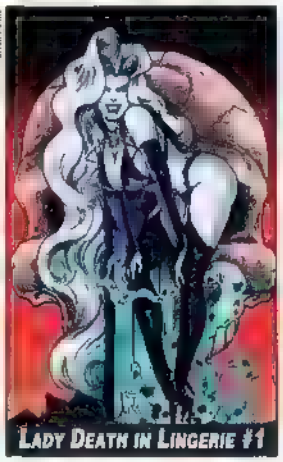
IMAGE The big, green, fin-headed cop meets up with those funky little green guys from the sewers again! Yep, it's time for another crossover of unusually green proportions. The Teenage Mutant Ninja Turtles meet up with the Dragon in Chicago, while hunting one of their foes. This two-parter starts in Mirage Studios' *Teenage Mutant Ninja Turtles/Savage Dragon Crossover*, and ends right here! By Erik Larsen. **$2.50—*SAVAGE DRAGON*; $2.75—*TURTLES/DRAGON CROSSOVER***

SHI/CYBLADE #1

CRUSADE/IMAGE "The Battle for Independents" concludes! Your two favorite babes from Crusade and Image team up to save the entire world from the Corporate Monster and its savage followers! Plus, a special guest appearance by Cerebus' own Dave Sim! (What the hell—?!) A portion of this book's profits are goin' to the Comic Book Legal Defense Fund and an as-yet-unnamed small press publisher. So help out your fellow creators! By William Tucci, Marc Silvestri, Dave Sim and a bunch more guys! **$2.95**

SPAWN #35

IMAGE Those bumbling detectives, Sam and Twitch, have linked psycho-nut Billy Kincaid to Chief Banks. Good ol' police department! Also, it seems that Terry Fitzgerald twerp is crossin' the line to the Dark Side (But isn't he already kinda dark? Oooh, we can get in lotsa trouble for that one if it's taken the wrong way!) The evilness just flows from this baby! By Todd McFarlane and Greg Capullo. Also, check out *Spawn: Blood*


LADY DEATH IN LINGERIE #1

SHI/CYBLADE #1

MORE PICKS

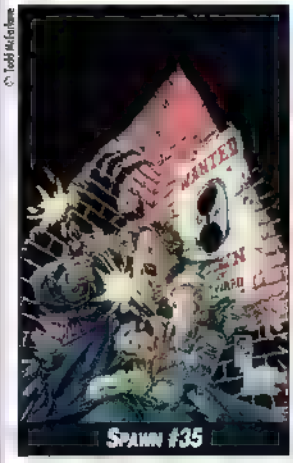
Feud #3 (of 4), where Spawn is friendless, costumeless and being hunted as a vampire. Sometimes life just sucks. By Alan Moore, Tony Daniel and Kevin Conrad. **$1.95—*SPAWN*; $2.25—*SPAWN: BLOOD FEUD***

Spider-Man Books

MARVEL You can all breathe a little easier, now that the Clone fiasco seems to be hitting its final stages. *Spectacular Spider-Man* #228 features "Timebomb," Part 1 (of 2). Kaine's vision of Mary Jane's murder comes to fruition, as Peter turns out to be her killer! (Insert your own O.J. joke here.) For Part 2, check out *Web of Spider-Man* #129. The Scarlet Spughster and the New Warriors try to stop Peter from killing Mary Jane. Swing yer way to *Amazing Spider-Man* #406 for "The Greatest Responsibility," Part 1 (of 3). It's Spidey and the Ugh vs. the all-new, all-female Doc Ock. Female? (What the—? Ya mean Doc Ock is now a...a ..girl?) Part 2 of the battle comes in *Spider-Man* #63, then hang up yer tights and read about the end of Spider-Man in *Spectacular Spider-Man* #229. Once again, Peter Parker throws away his life as Spider-Man, but this time I think he really means it! And if ya wanna just forget allo this Clone Crap and just read some good old-fashioned Spidey stories, check out *Untold Tales of Spider-Man* #2, where a young Spidey must stop the Batwing! (Batwing? What, is the Jackal cloning DC characters now?) **$1.50 EACH; $1.95—*SPIDER-MAN*; $3.95—*SPECTACULAR SPIDER-MAN* #229 (DELUXE); $2.50—*SPECTACULAR SPIDER-MAN* #229 (REGULAR); 99 CENTS—*UNTOLD TALES***

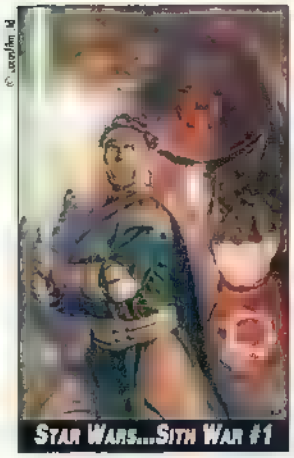
Star Wars Books

DARK HORSE *Star Wars: X-Wing—Rogue Squadron* #2 sees Wedge downed in battle. (Imagine that.) He's gotta team up with the Cilpari folks, who don't really dig the Rebels too much. Ah, Wedge has survived much worse. (Chewie once used his X-Wing as a toilet.) *Star Wars: Tales of the Jedi—The Sith War* #1 (of 6) picks up six months after the whole *Dark Lords of the Sith* thing. Exar Kun and Ulic Qel-Droma are still trying to bring back the Golden Age of the Sith, but then Johnny Quick and Liberty Belle come in an' try to stop Dan the Dyno-Mite, who... Oh. Wait. Wrong book. Sorry. Ahem. It quickly seems like Kun is only interested in getting a mega-



Spawn #35

Starman #12


Star Wars...Sith War #1

Star Wars: Jabba the Hutt

powerful Sith Holocron! And to round out your *Star Wars* month, pick up *Star Wars: Jabba the Hutt—The Dynasty Trap*. Ol' lardbutt gets caught with his pants down (even though he doesn't really wear pants) when he tries to unload a stolen freighter, only to meet with some... trouble. (Hey, try saying that last bit in a RoboCop voice. It's really neat.) **$2.95—*ROGUE SQUADRON*; $2.50—*SITH WARS, DYNASTY TRAP***

✓ Starman #12

DC COMICS "Sins of the Child," Part 1 (of 5). Jack Knight's gotta run through a slew o' traps set up by the new Mist, just to grab his Star Staff. And to make sure nothing gets in her way, the Mist takes steps against Solomon Grundy, Michael that wacky alien, and (look out!) Ted Knight! By James Robinson and Tony Harris. Robinson says, "It's sort of a sequel to the 'Sins of the Father,' which started the whole book off. It introduces a new Mist, who'll be Starman's arch-enemy. It is a pretty unique attempt at storytelling, in that the five-issue storyline takes place over the course of one day. And it is the same day seen through different people's perspectives. I actually split Jack's day in half to bookend the whole adventure. The storyline will also set the seed for the [upcoming] *Starman/Sandman Mystery Theatre* crossover which will immediately follow it. [It] will be the first DC/Vertigo crossover." **$2.25**

Superboy #20

DC COMICS The littlest "S" around returns to the Silicon Dragons' stomping ground, where he bumps ugies with the Scavenger, who seems to have claimed the Dragons' abandoned HQ as his own. By Karl Kesel, Tom Grummett and Doug Hazlewood. **$1.95**

Superman Books

DC COMICS The joke's on you, bucko! Over in *Action Comics* #714, the Joker visits Metropolis to put an end to some slimy toy manufacturer who's made an entire line based on the grinnin' freak! *Superman: The Man of Steel* is no laughing matter, though, when Supes discovers a plot to kidnap all of Metropolis' kids in issue #49. Gosh, the Big "S" sure is

MORE PICKS

busy this month. Over in *Superman* #105, he teams up with Green Lantern to stop some alien freaks who've come to Earth in search of some different Green Lanterns. Speaking of xenophobia, pick up *Adventures of Superman* #528, where the Man of Steel meets another wacky alien in a neat story told from the alien's point of view. And finally (whew), *Superman The Man of Tomorrow* #2 sees Lex Luthor enlisting Parasite to take down Supes. **$1.95 EACH**

✓ Tarzan vs. Predator At the Earth's Core #2 (of 4)

DARK HORSE OK. On one side, you've got a half naked jungle guy who can yell really loud and fight pretty good. On the other, you've got these big-toothed, fully armed, squid-faced killing machines. Place your bets. By Walter Simonson and Lee Weeks. Simonson says "The second issue is primarily a sort of one-on-one duel between Tarzan and a Predator. There's a lot of other stuff going on—which of course, like book reports in sixth grade, I'm not at liberty to reveal because I want you to go out and read the book. There's a lot of back story going on, which will kind of be running around behind the duel." **$2.50**

Team One: WildC.A.T.s #2 (of 2)

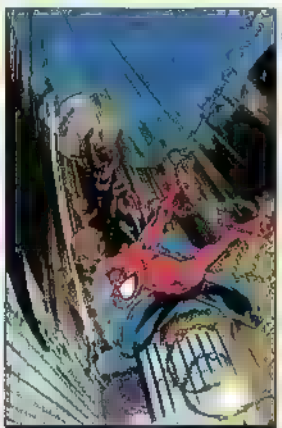
IMAGE The very first WildC.A.T.s team joins together to free an American missile base from Helspont and Slaughterhouse Smith, who are hoping to start World War III. By James Robinson and Rich Johnson. Also check out *Team One: StormWatch* #2, where that first team also takes on Helspont and Slaughterhouse Smith in a North Dakotan missile site. By Steven Seagle and Tom Raney. **$2.50 EACH**

WildC.A.T.s #23

IMAGE The C.A.T.s land on Khera, only to find that it ain't the paradise they thought it was. Meanwhile, back on Earth, Mr. Majestic assembles his own WildC.A.T.s team as an anti-crime unit. By Alan "Only one human being has ever taken my photograph, and I ate him" Moore, Travis Charest and Troy Hubbs. **$2.50**

© Marvel

Uncanny X-Men #325


© Marvel

Untold Tales of Spider-Man #2

© Twentieth Century-Fox

The X-Files #8

© Acclaim

X-O Manowar #54

✓ Wonder Woman #102

DC COMICS The Wonder Babe and her new police buddy head off to Apokolips and meet up with Metron of the New Gods. But when he reveals some shocking facts about Themyscira's history, Wonder returns to her homeland to save her fellow Amazonian mamas from Darkseid's vengeance! By John Byrne. **$1.95**

The X-Files #8

TOPPS COMICS Mulder visits Nome, Alaska, where some nutcases believe the Earth is hollow. They show him a photo of an Aztec city buried in the ice. After an FBI raid, some explosions, and plenty of confusion, Mulder and Scully end up prisoners in the Aztec city itself! Also, pick up *The X-Files Annual* #1. When a professor tries to unlock the secrets of mankind's origins through a female hominid named Eve, he is mysteriously killed—as are the pilots who transported Eve's ancient bones. Scully and Mulder try to crack the case and discover the truth behind Eve. Both X-cellent tales are by Stefan Petrucha and Charles Adlard. **$2.95—*X-FILES*; $3.95—*X-FILES ANNUAL***

X-Men Books

MARVEL By Lenin's bones! Colossus makes his shocking return to his mutant buddies (Don't forget that that traitorous, rat-bastard scum ran off with Magneto!) in *Uncanny X-Men* #325. This 48-page giant helps kick off the all-new X-Men's 20th anniversary with the threat of Gene Nation. The party continues in *X-Men* #45, when Gambit's ultimate secret is revealed. Set up a ring and fill it with plenty o' Jell-O, 'cause it's Rogue vs. Gambit, no holds barred! **$3.95 EACH**

X-O Manowar #53-#54

ACCLAIM COMICS With no home, no friends and no business, what's a Visigoth to do? Why, head off into space and discover the origin of his new armor and some sort of purpose in life. And while Aric's flyin' around, he gets imprisoned in a stasis field by some newfangled aliens that he ain't ever seen before. That's just not good news for them aliens! By Bart Sears, Andy Smith and Ray Kryssing. **$2.50 EACH**

TOP TEN COMICS

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are this month's hottest back issues.**

1. X-FILES #1

WRITER: Stefan Petrucha ARTIST: Charles Adlard

"There's something out there." Yeah, there's something out there, all right. It's called a cult frenzy! Those psycho, obsessed freak-of-nature fans of one of FOX's hottest TV shows just can't get enough of the first comic book appearance of agents Dana Scully and Fox Mulder. And with the recent release of the two *X-Files* reprint books (which re-present the first three issues, then the first six, of Topps' mega-hot series), even more fans will have their eyes opened to this sci-fi comic, further increasing its readership. But if you wanna talk conspiracies, just look at these two freakin' pages! There's like four X-books in the list! I know 25 other letters that are gettin' a mighty bit suspicious.

2. X-MEN ALPHA #1

WRITERS: Scott Lobdell and Mark Waid ARTISTS: Roger Cruz and Tim Townsend

It's time to learn your Greek. OK, we'll start with Alpha and eventually work our way to Prime. (Uh...don't ask about Beta or anything.) This here's the kicker to the whole "Age o' Apocalypse" thing that flip-flopped the X-Men and showed you an even darker and more dismal world than you're used to. Here's the skinny: Legion goes back in time to kill Magneto. Botches it up big time and kills his dad, Prof. X, instead. World changes. Apocalypse is king. Humans are slaughtered. Mutants are rampant. End of story, for a while. And quite the exciting tale it was. Well-written and pretty darn well illustrated, as well. In fact, the only major disappointment in the whole thing was that Lockheed was nowhere to be found. We mean, c'mon, he's easily the best X-Man around.

3. LADY DEATH (CHROMIUM VERSION) #1

WRITER: Brian Pulido
ARTIST: Steven Hughes

Does she look pissed or what? Heck, if we had to walk around wearing a bra that was like 18 sizes too small, we'd be pretty cranky, too. And if she happened to put on one o' them wonderbras, Lady Death'd probably put out somebody's eye. Anywho, the Queen of the Dead's newest mini-series takes a huuuuge jump this month. This spamtastic series introduces a pretty rough vixen by the name o' Purgatori (Hmm...isn't that like a place, between Heaven and Hell? Oh! We get it now!), who's out to drain Lady Death of her powers and even take down ol' Satan himself! This series could have some serious implications for our white-skinned maiden, so keep yer eyes peeled!

4. SHI #1

WRITERS: William Tucci and Peter Gutierrez
ARTISTS: William Tucci and Harvey Mercado-Ocasio

Great story. Great art. The logo could use a little work. Uh...hmm...did we mention how awesome this book starring a babe assassin is? And how Bill Tucci did some pretty extensive research into Japanese history for it? And how about her upcoming one-shot, where Ana Ishikawa quits her assassin gig and works as a chef in a Japanese restaurant? It's called *Su-Shi*. Bwah-hah-hah. Oh, boy. Sorry about that. It's just that we've been writing about *Shi* for like 96 straight months, and we think we just sprained our collective brain. Ow. But hey, you should definitely pick up this baby (and don't say you can't afford it, 'cause there's a second printing available right now!), and the second part of the Shi/Cybiade crossover due out in August.

THE X-FILES ™ & © Twentieth Century Fox. X-MEN: ALPHA ™ & © Marvel Entertainment Group. LADY DEATH ™ & © Brian Pulido. SHI ™ & © William Elliott Tucci.

5. GEN[13] #1 (Mini-Series)

WRITER: Brandon Choi
ARTISTS: J. Scott Campbell and Alex Garner

Just like that pesky li'l pink bunny, *Gen*[13]'s still going! You guys just love your mutants, don't ya? Well, ol' Fairchild (that's the rather large, red-headed chick on the cover) and company's very first issue is still in high demand. The popularity of the current ongoing series is only fueling the fire for these original mini-series issues, so don't expect 'em to disappear just yet! And you better believe that the 13 in *Gen*[13] doesn't stand for "only 13 months on the charts," 'cause this here particular ish first weaseled its way into Top Ten Land waaaay back in *Wizard* #33. Talk about yer generations!

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6. [illegible] #1

WRITERS: Scott Lobdell and Mark Waid
ARTISTS: Roger Cruz, with inkers LaRosa, Townsend, Kesel, Candelario, Hanna and Milgram

Well, lookie here, yet another X-Men book. Like we said, you kids just love yer muties. Anyway, what *X-Men: Alpha* starts, *Omega* finishes. The entire Age o' Apocalypse thingie comes to its staggering conclusion in a giant, rock 'em sock 'em, battle royale, slugfestorama. But if ya think we'm gonna tell ya what happens, you're as disillusioned as a greased-up fanboy in a bathtub trying to read a mint copy of *Captain Carrot* #19 without getting it wet. But rest assured, the ending of this baby only spells the beginning of trouble for your friendly neighborhood X-Men. God, we sound just like a commercial.

™ & © Marvel Entertainment Group

7. [illegible] #1

WRITER: Tom Sniegoski
ARTIST: Buzz

We guess it's true what they say vampires just won't die. Vamp keeps poppin' up in Top Ten Land bloody fangs and all. The "Mystery Walk" storyline running through her current issues, which reveals some pretty nifty info regarding her origins, can only be forcing new readers to jump back to this hard-to-find first issue. And whaddaya think the chances are that Vampi over there's bathing in tomato juice rather than blood? Y know, she coulda' gotten sprayed by a skunk or something. Or it could even be strawberry Jell-O that just hasn't chilled yet. Yeah, that's it. In fact, the cover's kinda cute now. A gorgeous babe sittin' in a pool o' Jell-O.

™ & © Harris Publications Inc.

8. [illegible] #1

WRITERS: Scott Lobdell and Fabian Nicieza
ARTISTS: a whole mess o' pencilers and inkers

Remember alla that "Age of Apocalypse" stuff we told you about? Well, forget it all! Yep, this here issue brings the X-Men back into "our" time 'n' reality, and a few changes have occurred since you last saw the mutant team. Let's see...well, X-Man (Cable as a young punk) is now a part of our universe. As is the evil Beast, who looks a lot like the Cookie Monster on steroids. But the biggest news is that Wolverine seems to be mutatin' into his true savage self. Apparently, the adamantium in his bones had halted this savage mutation, but now that his bones are bare (so to speak), there's nuthin' to stop him from goin' completely berserk. And there's nothing worse than a berserk Wolverine. (Just ask any *Magic* player!)

™ & © Marvel Entertainment Group

9. [illegible] #1 VARIANTS (Ongoing Series)

WRITER: Brandon Choi
ARTISTS: J. Scott Campbell and Alex Garner

"INTERJECTIONS...show excitement, or emotion. They're generally set apart from a sentence by an exclamation point, or by a comma when the feeling's not as strong." Ahh the good ol' days of *Schoolhouse Rock*. So what the hell does that have to do with Gen[13]? Well, nothing! But it's kinda catchy, ain't it? Anyway, the 11 variant covers to *Gen*[13]'s first regular issue continue to be a popular bunch. And if ya haven't seen 'em yet, check out *Wizard* #47's Top Ten, 'cause we showcased the whole lot of 'em for ya! And inside alla those funky covers is a pretty good story that brings back something to comics that's been pretty tough to locate

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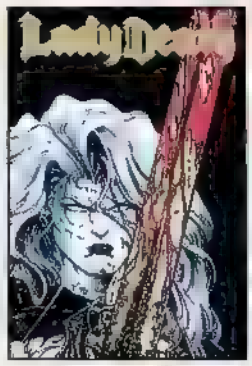
10. [illegible] #1

[illegible] Brian Pulido
[illegible] Steven Hughes

Lady Death's still hot, and her first mini-series continues to rake in the dough. But you know that a ready (especially if you're a regular reader of this here column). So, instead of ramblin' on about why she's hot and stuff, we'll say another joke on ya. (It'll be hard to top last month's, though.) There was a young girl from Venus, who could... Whoops, can't tell that one here. Sorry. Hmm...how about a riddle? There are three cigarettes on a boat with no matches. How do the boat riders smoke? Simple. They throw one of the cigarettes overboard, and make the boat a cigarette lighter. Get it? Well, that's it for now, kids ☆



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Wizard Market Watch

by **Jon Warren** and **Marc Wilkofsky**

A Touch of Vertigo

THE HOT RECENT RELEASES (1991-95)

• **Vertigo books** (DC Comics). Collectors looking for a breath of fresh back issue air can find it in the activity surrounding these off-the-norm books. ***Goddess*** and ***Preacher*** are two healthy and hard-working lungs in the company's body of reader-pleasing titles, and the unique latter series has folks flocking to stores in droves (resulting in the doubling of **#1**'s value!). Meanwhile, Vertigo's steadily pumping heart has been ***Sandman***, whose recent **#69** issue features enough momentous events to merit some major price activity. With the title's unfortunate end, though, Neil Gaiman-loving eyes are turning towards the writer's other projects, including. .

• ***Angela* mini-series** (Image). Who knew that a Bad Girl series spawned (ugh!) from the comic world's megaseller *Spawn* with a story spun by hot writer Gaiman would explode? *Everybody* knew, and the mini-series' three issues (plus Angela's debut book, ***Spawn* #9**) can only soar straight up from here

• **Tekno•Comix books**. Tekno might be the secondary market surprise of the year, having taken in many readers with its cornerstone books, Leonard Nimoy's ***Primortals*** and Neil Gaiman's (there he is again) ***Mr. Hero—The Newmatic Man***. Solidly fun worlds borne from these two respected minds have caused the current reader interest making these books feverish movers. Meanwhile, the two main reasons why loads of readers are giving ***Lady Justice*** a trial run (besides being created by that Gaiman fella) include its promising storyline, and its joining the enormous ranks of...

• **Bad Girl Books** (various publishers). Lady Death, Shi, Vampirella, Razor and Lady Rawhide still reign supreme—but the excitement is spreading to heroines like Image's Glory, Marvel's Rogue (Watch her mini-series!) and DC's Wonder Woman. By the way, of the above women, Ladies Death and Rawhide are still constant killers in the comic world, ***Shi* #5**'s Marc Silvestri-drawn variant cover edition is taking off, and big-name artists Mike Deodato Jr and John Byrne have brought dynamic market life to Glory and WW, respectively (actually, Mike helped with both).

PREACHER™ & © DC Comics

• ***Double Impact*** (High Impact Studios). There's a new female duo out there, Girl Watchers, named China and Jazz, and they co-star in *one* book, which is somewhat innovative (or at least perfect for anybody who wants something with a touch of novelty these days). ***Double Impact* #1** features these two beautiful mercenaries on a Chromium cover as well as in an action-packed story, and reportedly had one of those tiny print runs; people are willing to pay around $8 for this one.

• ***X-Files*** (Topps Comics). The collector heat infusing this series has been almost beyond belief, with **#1** moving to a remarkable $30 this month, followed closely by the increasingly rare **#2-#5**. This wildness is quickly convincing people that as soon as each issue is out there, they've gotta scoop it up. They're absolutely right

• **X-Men books** (Marvel). We're all aware of how hot these still are, so here's a look at the latest stand-outs: the ***Alpha***, ***Omega*** and ***Prime*** bookends (three bookends?) to the "Age of Apocalypse" epic are huge, all the **#1** "Age" books are hot (especially those of ***Astonishing X-Men***, ***Generation Next***, ***Weapon X*** and ***X-Man***), and ***Generation X* #1-#4** simply rule.

• **Image hits**. While the fury around WildStorm's ***Gen*[13]** series is mind-numbing (and value-expanding, attested by this month's activity in both the original and ongoing titles), a few other Image studios are still in the running. Extreme has ***Prophet*** (the **#4 Platt variant** from the first series is still alive) and the aforementioned ***Glory*** to its credit, and Sam Kieth's ***The Maxx*** is enjoying heavy interest springing from the weekly MTV cartoon. Also, Mark Seifert, from Comic Cavalcade in Urbana, Ill., has this opinion: "Top Cow is the flavor of the month among Image fans. That's right, WildStorm's out, and TC books are in. Seems like the pre-release frenzy for the Cyblade/Shi crossover has found each of these heroines' books a whole new audience. Leading the way is ***Cyberforce Origins Special* #1**, featuring Cyblade, natch." WildStorm still has biggies like ***Grifter*** and ***WildC.A.T.s*** on its side, so we'll just have to wait 'n' see where the fans and their money'll go.

• **Dark Horse Watchables**. The ***Sin City***, ***Madman*** and ***Ghost*** books all over today's racks have two things in common: they're extremely strong-selling, and they're all from Dark Horse,

which is certainly living up to its name with these titles and others. "Dark Horse continues to satisfy an insatiable army of *Star Wars* fans who want more product," states Bruno Andreacchi, of Canada's B.A.'s Comics & Nostalgia "People also can't get enough—and neither can I—of *Ghost*. Beautiful art and a great story." On the horizon: Frank Miller and Geof Darrow's *The Big Guy and Rusty the Boy Robot* mini, and probably even more excited DH buyers.

• **Independent Sellers** (various publishers). More readers are depending on independent comics for quality and consistency, and one new place they're looking is ***THB***, an innovative, vibrantly produced series by Paul Pope (which was spotlighted in *Wizard* #40's Palmer's Picks). Teri S. Wood's engaging sci-fi creation ***Wandering Star*** (under Pen & Ink Comics) is another definite beneficiary of this gradual movement away from the Big Six, as is New England Comics' ***The Tick***, which is already a cult classic with its animated TV series behind it. This zany series may have left off in 1992, but fans are still going crazy over it (check out our newly revamped guide listing, by the way). And with news that plans call for new comics (albeit sans *Tick* creator Ben Edlund), this series might get even crazier in the back issue department.

• **DC & Marvel Slumpers**. Once hot, now not: DC's "Knightfall" and Doomsday books (fans loved 'em both, but are moving on), plus Marvel's Punisher and Ghost Rider books—a decreasing number of fans recently caused the cancellation of these two guys' titles, and a real depression in value for many issues (especially *GR*; see the Modern Age report). Also, practically any book with Death in the title is seeing a harsh price demise, including Marvel's *Deathlok* and *Death's Head II*, and DC's *Deathstroke*. Even Vertigo's *Death* mini-series was harmed by this; the platinum #1 sank a bit, although the regular one's still strong. Is this all just a coincidence? Anything's possible...

MODERN AGE SELLERS (1970-90)

• ***Sandman*** (DC). The hot DC title! Retailers report strong demand for all issues, but especially **#22** (the first Daniel). And at long last: *Wizard* explains in the Price Guide how to tell the difference between the two issue #8's, regular and limited! Holy editorial!

• ***Star Wars*** (Marvel). The original Marvel series is definitely burnin'! The *Empire Strikes Back* adaptation storyline in issues **#39-#44** are among the most popular in the series, moving up to $8 this month. But the big story is **#107**, the last issue in the run. Why is the book fetching as much as $100 in some areas? Darned if we know (nor do any of the retailers we surveyed; while the early Whilce Portacio art isn't exactly the reason, the general scarcity of final issues in several titles could be). It moved up to a whopping $25 this month.

• ***Wolverine*** (Marvel). Both the original mini-series and the regular series starring Marvel's main mutant are perennial best-sellers. Logan's ongoing series went up across the board this month.

• ***Amazing Spider-Man*** (Marvel). Those original clone books—#149 to #151—keep sinking fast, even though they apparently include the early apps of the Spidey/Parker we've known for 20 years, who was recently revealed to be the clone. You'll currently find as many people paying top dollar for these babies as folks who pay the "true" over-$100 prices for movie videos.

• ***Ghost Rider*** (Marvel). Prices are down across the board for this (sad to say) has-been hero. The painful death of the current, 1990-up series has unfortunately killed demand for the origina

WIZARD'S TOP TEN HOTTEST ARTISTS

1 **Todd McFarlane** *Spawn*

2 **J. Scott Campbell** *Gen¹³*

3 **Greg Capullo** *Spawn*

4 **Andy Kubert** *X-Men*

5 **Adam Kubert** *Wolverine*

6 **Joe Quesada** *Ash*

7 **William Tucci** *Shi*

8 **Steven Hughes** *Lady Death*

9 **Kelley Jones** *Batman*

10 **Dale Keown** *Pitt*

WIZARD'S TOP TEN HOTTEST WRITERS

1 **Neil Gaiman** *Sandman*

2 **Brandon Choi** *Gen¹³*

3 **Scott Lobdell** *Uncanny X-Men, Generation X*

4 **Dan Jurgens** *Superman, Solar*

5 **John Byrne** *Wonder Woman*

6 **Peter David** *Incredible Hulk, Aquaman, Spider-Man 2099*

7 **Frank Miller** *The Big Guy and Rusty the Boy Robot*

8 **Chris Claremont** *Sovereign Seven*

9 **Ron Marz** *Green Lantern*

10 **Mark Waid** *Captain America, Flash* Upcoming: *X-Men*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE RETAILER SURVEY.

Market WATCHERS

Dear Wizard,

I was wondering if you could tell me which comics have the first appearances of the following Batman villains: Killer Croc, Black Mask, the Ratcatcher, Ventriloquist and Scarface. Thanks.

Ryan Evans
Homer, MI

Ryan, you'll find Croc and Black Mask's debut in *Batman* #357 and #386, respectively, while Ratty and the Ventrilopair (Love that dummy!) came into being with *Detective* #385 and #583. Out of all of 'em, Croc (who recently returned to the Batbooks) would be the best foe for the next film, next to Poison Ivy, Scarecrow and Susan Powter.

Dear Marc Wilkofsky,

I've seen how you always print letters that ask for the values of valueless comics. Well, here's another, maybe. I have a comic book called *Personality Comics Presents: The Beatles*. It also says, "Featuring Paul McCartney." It's in black-and-white except for the cover, and I've seen it selling for $10, as well as $2.50. What's the real value?

Matt McMullan
Schenectady, NY

Hey, I don't always print letters about dead-end books. And when I do, it's often to enlighten the holders about their books' value, so they're not disappointed when they try to sell 'em. Like your Beatles bio book, Matt, which would earn you $3 (much closer to $2.50 than $10). That's one of the main reasons I was placed on your planet, so be proud.

Dear Wizard,

Can you please tell me the prices of these books, and why they're not in the guide? They're *Marvel: The Year in Review 1994*, *The Web Annual* #1 and *Blackwulf* #1. Thanks.

Nick Billings
Kodiak, AK

Speaking of valueless books...in Near Mint condition, *M:TYIR* would be $4 (if you're lucky...snicker...$5), Impact's *Web* book would be...heh ..$2.50 and *Blackwulf* would also be—*Bwah ha ha!!*—$2.50, at most. Sorry, Nick, I sometimes lose control when folks ask me about totally inactive books (the likes of which won't be listed in the guide till they...ha...see market action). Hey, keep sending these requests in, though!

Hey Marc,

I really can't relate to the whole polybag thing. I am now just a casual comic reader, but when I was more into the collecting scene, I never once saw a polybagged comic worth buying. Each one is all hype, and no substance—what's up with that? If you are really into comics, I imagine you'll actually *read* what you buy, so what does the aftervalue have to do with your reading enjoyment?

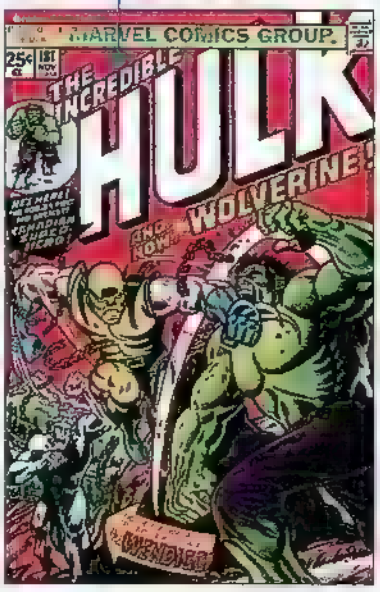
In closing, I'll just say that comic collectors wouldn't have to worry if they only read *Groo*, the greatest comic ever written, which not only never has any gimmicks, but makes you feel a whole lot better when you're done. Thanks.

Jon Kronser
Monmouth, OR

You know, Jon, I've been trying to think of a good-reading polybook myself, and hard-pressed is an understatement. I guess *Superman* #75—one of the few valuable ones—fits the bill. I'll bet many readers will realize that their favorite, more substantial titles (like the hilarious *Groo*) never came in a "Buy me!!" bag, but many other two-copy-poly-

(1973-83) series, as well as the latest (but, we're sure, not last) one. If the planned movie ever comes out, things may change.

• ***X-Men* #94** (Marvel). Own this book (which brought the new X-Men team into the ongoing series), ***Giant-Size X-Men* #1** and ***Incredible Hulk* #181**, and you've got yourself the "Marvel Trifecta." These are the big three of '70s Marvels. *X-Men* #94 moved up to $300 this time around. The origin and first appearance of the New X-Men happened in the Giant-Size book, which explains why it also rings in at $300, while Wolverine's full debut in the Hulk book brought it to $360—retailers report strong demand for Near Mint copies, and lots of trouble finding them. Peter Beck of Grafik XS in Westwood, N.J. notes, "I have customers requesting these three books in Mint condition and offering double guide. Many believe they'll all break the $1,000 barrier within two years."



• ***Teenage Mutant Ninja Turtles*** (Mirage). The Turtles haven't been mentioned as a hot item in a long time, and they won't be now, either. Prices are dropping; issue #2 dropped to $100 this month.

POPULAR SILVER AGE BOOKS (1955-70)

• ***Challengers of the Unknown*** (DC). Here's Jack Kirby at his 1950s best, and a semi-prototype for the Fantastic Four, to boot! (The similarities between the two teams are uncanny.) Issue **#1** moved up to $1,500 this month, and other issues moved up as well.

• ***Fantastic Four*** (Marvel). Lots of demand for the early issues is happening. Issue **#1** moved up to $13,750 this month. Of course, there's plenty of interest in high-grade copies.

• ***Flash* (first series) #105** (DC). Another of those "hard-to-find, easy-to-sell" DCs, *Flash* #105 moved up to $4,100 this month. If you think #105 is tough to find, what about #104? (Check out *Wizard* #50 for the scoop on this one.)

• ***Incredible Hulk* #1** (Marvel). The first appearance and origin of the ever-popular green giant moved up to $8,000 this month.

• ***Journey into Mystery* #83** (Marvel). The first appearance of Thor moved up to $3,300 this month. Other issues in the run headed north as well.

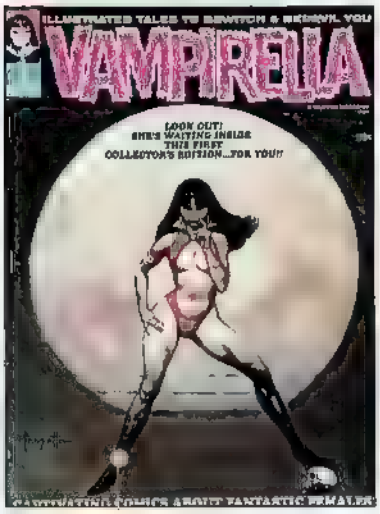
• ***Magnus Robot Fighter*** (Gold Key). The Valiant market crashed and burned, and now it's affected the original pre-Valiant titles. Prices for *Magnus* #1-#4 fell this month, which is hopefully not the beginning of a trend towards oblivion for these Silver Age gems.

• ***Showcase* #4** (DC). The first appearance of the Silver Age Flash—in the first *Showcase* volume from decades ago—moved up this month to $19,500.

• ***Spectre*** (DC). The original series from 1967 is still hot, as is the current series. Issue **#1** moved up to $80 this month.

• ***Superboy*** (DC). Early issues of the original series continued their rising ways, with issues **#5-#38** all increasing in the price guide.

• ***X-Men*** #1 (Marvel). A still-blazing-hot Silver Age key, lots of retailers tell us they have a waiting list for high-grade copies of this 1963 book. The price moved up to $4,000 this month.



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• [illegible] (Warren). The whole series is still hot, with across-the-board increases, including issue **#1** leaping to $275.

THE GOLDEN AGE MARKET (1938-54)

It's all Batman, Batman, Batman this month! The recent *Forever* flick served to push throngs of people into theaters, McDonald's and comic stores, along with an already-powerful group of books even further up the value chart.

• **Golden Age Batman books** (DC). ***Detective Comics #27*** features the debut of Batman and sets the comic-reading public on its Bat-ears. ***Batman #1*** sees the character get his own book in the spring of 1940, and has him meet Catwoman and The Joker for the first time. ***Batman #16*** was the first appearance of Alfred. ***Detective #38*** saw the introduction and origin of Robin, who is certainly benefiting from his film debut. ***Detective #66*** features the origin and first appearance of Two-Face, another *Forever* star. And ***Detective #140*** is another super-hot (and unusually scarce) book among Batman collectors thanks to its first appearance of The Riddler. ☆

Marc Wilkofsky and Jon Warren's editor is too damn tired to write this bio.

buyers actually love being able to keep one copy "perfectly safe," and rip into the other for its various contents. I once ripped up a *Thundercats* myself for fun, so I know how liberating it feels.

Dear Market Watchers,

I bought a comic book from my brother a couple of years ago, when he tried to sell it in a garage sale. The comic is called *Stupid* (the name fits it perfectly), and it's by Image. Even though it's dumb, it's pretty funny, and I was wondering if you could tell me two things. 1) I have the first issue, and I'd like to know if there are any more; 2) How much is my comic worth? I asked the guy at the comic store I go to if he had any other *Stupids*, so I could get an idea of the value, and he just said no. (He's like the lifeless guy Adam Mica Heald described in *Wizard* #46's Market Watchers.) Thanks a bundle!

Diane Livio
Torrance, CA

There's only one *Stupid* issue—worth cover price at most, $1.95—'cause this fun series was abruptly canceled in Image's '93 clean-out of late titles by non-founders. You're welcome a bundle, Diane!

Hey Marc,

Last weekend I went to the local flea market, where I saw a bunch of comics for 25 cents. While looking through them, two caught my eye immediately: *Tank Girl* #1 and #2, both published by Dark Horse Comics.

If you can tell me how much they're worth, then you are Da Man.

Please print this.

Jeremy Carpenter
Walton, KY

Love those flea markets—bargain central! Well, you probably have the first *TG* series (Otherwise you'd've said "*Tank Girl 2*," right?), so you've got a $5 book and a $3.50 one, respectively—whatta double buy, Jeremy! (Or *did* you buy 'em?)

Dear Marc,

Your question in issue #44: Can we afford back issues these days? The answer: Absolutely NOT!

Since 1989, I've seen dramatic changes in the comic industry, and mostly unlikable ones—i.e., they all center around the Almighty Buck, not quality! For instance, some of this new digital stuff is just plain CRAP! Another problem is when companies like Defiant, Dagger, etc. put out a lot of comics and then go belly up—which obviously makes their products worthless. I also don't like the recent trend of rising cover prices, allegedly due to higher paper costs and the "need" for new types of paper and printing, nor the trend of putting a great cover from a good artist on a book with a crappy story and low-quality art inside; this is a pure rip-off for the price.

What's obvious is that everyone in the industry wants bigger paychecks, and comics are no longer designed for kids price-wise. At present, I've been collecting several major titles from many companies, costing a lot per month and leaving me zip for back issues. Even after I soon cut off several Marvel and DC titles (in response to one of the above trends), back issues will be hard to squeeze out money for. One other problem with obtaining back issues is the great degree of scarcity of many old comics, like old *Thors* and *Captain Marvels*, in good condition.

Well, I hope this adequately answers the question. Thanks for your time.

Steven H. Jenkins
Wilmington, CA

It sure did, Steven. I hope collecting gets easier and more enjoyable for you, but I doubt it will.

And another column chomps on the merciless dust. Thanks to everyone for taking the time to write, and be here next time for the 50th issue Market Watchers spectacular celebration extravaganza!

—Marc Wilkofsky
Getting Unusually Excited

Hey, Market Watchers! Send your letters to:
MARKET WATCHERS
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

WELCOME TO THE WIZARD®

PRICE GUIDE

ABOUT THE PRICE GUIDE

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

HOW TO USE THIS PRICE GUIDE

It's easy. When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3 00
201	3 00
202	4 00
203	4 00
204	3 00
205	3 00
206	3 00
207	3 00
208	3 00
209	2 00
210	2 00
211	3 00
212	3 00

In this example, issues #202 and #203 have risen in value since last month, issues #209 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars don't mean that a comic will necessarily rise or fall in value in the future. The comic market is like a constipated skunk.

ABBREVIATIONS (NEW NAMES ARE IN GREEN)

REFERENCES

1	First Appearance of
anniv	Anniversary Issue
B:	Begins stories with
cvr	Cover
D:	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
I:	Introduction of
IR:	Identity Revealed
J	Joins
L	Last story with
M	Married
O	Origin of
p	part #
PF	Prestige Format
Q:	Quits
R	Return of
SC	Softcover
sz	size
TPB	Trade Paperback
w/	With
w/o	Without

ARTISTS/WRITERS

AAd	Art Adams
AAu	Adam Austin (Gene Colan)
ABa	Andy Barlow
ABe	Antony J.L. Bedard
ABl	Adam Blaustein
ABr	Allyn Brodsky
ACa	Anthony Castrillo
ACo	Amanda Conner
ACt	Andre Coates
ACu	Allen Curtis
ADa	Alan Davis
ADn	Antonio Daniel
ADr	Arnold Drake
ADv	Al Davison
AFo	Alan Dean Foster
AGa	Alex Garner
AGd	Alan Gordon
AGi	Armando Gil
AGn	Archie Goodwin
AGo	Adrian Gonzales
AGr	Alan Grant
AHe	Andrew Helfer
AHo	Art Holcomb
AHu	Adam Hughes
AJa	Allan Jacobsen
AJo	Arvell Jones
AKb	Andy Kubert
AKn	Andy Kuhn
AKp	Alan Kupperberg
AKu	Adam Kubert
AKw	Alisa Kwitney
ALa	Andy Lanning
ALc	Alcatena
ALo	Arvin Loudermilk
ALp	Aaron Lopresti
AMa	Andy Mangels
AMc	Angus McKie
AMe	Angel Medina
AMi	Al Milgrom
AMo	Alan Moore
AMp	Amos Poe
ANi	Art Nichols
ANn	Alex Niño
ANo	Ann Nocenti
APa	Andrew Paquette
APe	Andrew Pepoy
APn	Arnold Pander
APo	Adam Pollina
APr	Andrew Pritchett
ARa	Arthur Ranson
ARo	Alex Ross
ASa	Alex Saviuk
ASc	Alberto Salchann
ASf	Art Saaf
ASi	Aubrey Singer
ASm	Andy Smith
ASn	Angelo Stano
ASr	Allen Salyer
ASt	Alec Stevens
ATh	Art Thibert
ATo	Alex Toth
AVa	Andrew Vachss
AWe	Alan Weiss
AWi	Al Williamson
AWl	Anthony Williams
AWm	Andrew Wildman
AWn	Andrew Wendel
AWs	Aron Wiesenfeld
AWt	Art Wetherell
AZe	Alan Zelenetz
BAn	Brent Anderson
BAs	Bill Anderson
BAu	Brian Augustyn
BBd	Brett Breeding
BBe	Brian Michael Bendis
BBk	Bill Black
BBl	Bret Blevins
BBn	Bob Brown
BBo	Brian Bolland
BBr	Barry Blair
BBt	Brett Booth
BBu	Bob Budiansky
BCh	Bernard Chang
BCo	Brandon Choi
BCr	Barry Crain
BDi	Buzz Dixon
BDr	Bill Draut
BDu	Barry Dutter
BEv	Bill Everett
BGa	Bill Galvan
BGo	Brad Gorby
BGr	Bill Griffith
BHa	Bob Harras
BHe	Ben Herrera
BHi	Bryan Hitch
BHl	Bob Hall
BHa	Bo Hampton
BHn	Bob Hanon
BHo	Bill Hobbs
BHt	Brian Hotton
BHy	Bob Haney
BJa	Bill Jaaska
BJo	Bruce Jones
BJy	Bernie Jaye
BKa	Bob Kane
BKe	Barbara Kesel
BKi	Barry Kitson
BKl	Barbara Kaalberg
BKn	Bill Knapp
BKu	Bill Kunkel
BLa	Bob Layton
BLc	Blackwell
BLo	Bruce Love
BLs	Batton Lash
BLu	Bob Lubbers
BMa	Bill Mantlo
BMc	Bob McLeod
BMd	Brian McDonald
BMi	Barrie Mitchell
BMk	Brandon McKinney
BMm	Bill Murry
BMn	Bill Marimon
BMo	Bill Molno
BMr	Bernie Mireault
BMs	Bill Maus
BMt	Brendan McCarthy
BMu	Brian Murphy
BNa	Bob Napton
BNe	Bill Neville
BOc	Brian O'Connell
BPa	Bruce Patterson
BPe	Brandon Peterson
BPn	Byron Penaranda
BPo	Bob Powell
BPr	Bruno Premiani
BPu	Brian Pulido
BRa	Barbara Randall
BRd	Bradley C. Rader
BRe	Bill Reinhold
BRo	Bob Rozakis
BSe	Bart Sears
BSi	Bill Sienkiewicz
BSm	Barry Windsor-Smith
BSn	Brian Snoddy
BSp	Bill Spangler
BSt	Beau Smith
BTa	Bryan Talbot
BTi	Bruce Timm
BTn	Billy Tan
BTu	Bill Tucci
BUz	Buzz
BWe	Bobbie J. G. Weiss
BWl	Bob Wiacek
BWi	Bill Willingham
BWm	Brian Williamson
BWo	Basil Wolverton
BWr	Berni Wrightson
BWt	Brian Witten
BZ	Bruce Zick
CAd	Charlie Adlard
CAg	Craig Anderson
CAn	Ceasar Antomattei
CAu	Claude St. Aubain
CBa	Cary Bates
CBc	Chris Bachalo
CBe	Charles Bennett III
CBo	Craig Boldman
CBr	Craig Brasfield
CBt	Chris Batista
CBu	Cary Burkett
CCl	Chris Claremont
CCo	Chris Cooper
CCr	Carl Critchlow
CDa	Craig Davidson
CDi	Chuck Dixon
CDo	Colleen Doran
CEz	Carlos Ezquerra
CGa	Carlos Garzon
CGi	Chas Gillen
CGr	Chris Gardner
CHa	Cully Hamner
CHl	Charles E. Hall
CHo	Craig Houston
CHu	Chris Hunter
CKe	Cam Kennedy
CLa	Clifford Lawrence
CLe	Cinqué Lee
CLh	Cortney Lehmkuhl
CMa	Chris Marrinan
CMc	Colin MacNeil
CMi	Craig Mitchell
CMn	Cynthia Martin
CMo	Christopher Moeller
CMr	Charles Moore
CMs	Charles Marshall
CNe	Cliff Nelson
CNo	Cedric Nocon
CPa	Chuck Patton
CPl	Chuck Pfarrer
CPo	Carl Potts
CPr	Christopher Priest
CRu	Craig Russell
CSc	Christopher Schenck
CSn	Craig Stormon
CSp	Chris Sprouse
CSt	Chic Stone
CSw	Curt Swan
CTa	Christopher Taylor
CTr	Chas Troug
CUl	Chris Ulm
CVa	Cindy Vance
CVe	Charles Vess
CWa	Chris Warner
CWd	Cynthy Wood
CWe	Chris Weston
CWi	Chris Williams (Chriscross)
CWj	Chuck Wojtkiewicz
CWl	Chance Wolf
CWo	Chris Wozniak
CYa	Chap Yeep
DAb	Dusty Abell
DAd	Dan Adkins
DAm	David Ammerman
DAr	Darko Macan
DAt	Dan Abnett
DAv	David Mack
DAy	Dick Ayers
DBa	Dan Barry
DBe	Denis Beauvais
DBk	Darryl Banks
DBn	Daniel Brereton
DBo	David Boller
DBs	Del Barras
DBt	Dante Bastianon
DBw	Dougie Braithwaite
DCh	Dan Chichester
DCo	Dave Cockrum
DCp	Dave Cooper
DCw	Denys Cowan
DDa	David Day
DDe	David DeVries
DDi	Dick Dillin
DDn	Dan Danko
DDo	Dave Dorman
DDy	Dan Day
DEa	Dale Eaglesham
DFe	Duncan Fegredo
DFg	Dwayne J. Ferguson
DF	Danny Fingeroth
DFo	Dick Foreman
DFr	Dan Fraga
DGb	Dave Gibbons
DGi	Dick Giordano
DGi	Don Glut
DGo	Darren Goudhart
DGr	Dietrick Gross
DGs	David Gross
DHe	Don Heck
DHo	Dave Hoover
DHs	Dean Hsieh
DIn	David Lee Ingeroll
DJa	Dennis Janke
DJo	Dave Johnson
DJu	Dan Jurgens
DKe	Dale Keown
DKr	David Anthony Kraft
DLa	Dan Lawlis
DLo	Don Lomax
DLp	David Lapham

Photo: Al Ortego

DLr	Dave Louapre
DMa	David Mazzucchelli
DMc	Dwayne McDuffie
DMd	Dana Moreshead
DMg	Don McGregor
DMh	Duke Mighten
DMi	David Michelinie
DMk	Dave McKean
DMn	Doug Mahnke
DMo	Doug Moench
DMp	Darwin McPhereson
DMr	Dennis Marks
DMs	Dan Mishkin
DMt	Dean Motter
DMu	Doug Murray
DMw	Dave Matthews
DNe	Don Newton
DNo	Dan Norton
DOl	Dave Olbrich
DOn	Dennis O'Neil
DPa	Dan Panosian
DPd	Don Pendleton
DPe	Don Perlin
DPo	Doug Potter
DPm	Deborah Pomeranitz
DPr	Daniel Presedo
DQu	David Quinn
DRa	Dave Rawson
DRb	Danck Robertson
DRc	David Roach
DRd	Dan Reed
DRe	David Reed
DRo	Dave Ross
DRs	Dan Raspler
DSi	Dave Sim
DSl	Dan Slott
DSm	Dave Simons
DSp	Dan Spiegle
DSs	Don Simpson
DSt	Dave Stevens
DSw	Dan Sweetman
DTa	Dave Taylor
DTh	Dann Thomas
DTm	Derek Thompson
DTu	Dwayne Turner
DVa	Dan Vado
DVm	Dev Madan
DWe	David Wenzel
DWh	Doug Wheatley Jr
DWi	Dameon Willich
DWl	David Williams
DWo	David Wong
DYa	Derek Yaniger
DZ	Dwight Zimmerman
EBa	Eduardo Barreto
EBi	Edwin Biukovic
EBr	E. Nelson Bridwell
EBu	Ed Brubaker
ECa	Eddie Campbell
ECh	Ernie Chua
ECo	Ernie Colón
EDo	Evan Dorkin
EHa	Ed Hannigan
EHn	Elizabeth Hand
EHr	Everette Hartsoe
EIn	Ernesto Infante
ELa	Erik Larsen
ELe	Elaine Lee
ELk	Eric Luke
ELu	Eric Lustbader
EMa	Elliot S. Maggin
EMr	Esteban Maroto
ENe	Eddy Newell
ERe	Eric Recourt
ESf	Eric Shefferman
ESh	Eric Shanower
ESi	Eric Silvestri
ESk	Evan Skolnick
ESp	Eric Stephenson
FBr	Frank Brunner
FBu	Fred Burke
FCi	Frank Circocca
FFo	Frank Fosco
FGo	Frank Gomez
FHa	Fred Harper
FHe	Franz Henkel
FHy	Flint Henry
FLo	Frank Lovece
FLp	Frank Lopez
FMi	Frank Miller
FNi	Fabian Nicieza
FPe	Faye Perozich
FPr	Fred Pierce
FRa	Franchesco
FRo	Frank Robbins
FSc	Fred Schiller
FSl	F. Solano Lopez
FSp	Frank Springer
FTa	Francis Takenaga
GAm	Gary Amaro
GBa	Glenn Barr
GBe	Garrett Berner
GBn	Greg Boone
GBo	George Booker
GCh	Gary Cohn
GCo	Gene Colan
GCp	Greg Capullo
GCy	Gerry Conway
GDa	Geof Darrow
GDi	Glyn Dillon
GDk	Glenn Dakin
GDv	Guy Davis
GEn	Garth Ennis
GEr	Gerhard
GEs	Gary Erskine
GEv	George Evans
GFa	Glenn Fabry
GFk	Gary Frank
GFr	George Freeman
GFo	Gardner Fox
GFr	Gary Friedrich
GFx	Greg Fox
GGe	Gabe Gecko
GGi	Gary Gianni
GHa	Gene Ha
GHd	Glenn Herdling
GIs	Geof Isherwood
GJo	Gerard Jones
GKa	Gil Kane
GKt	Gary Kato
GKw	Gary Kwapisz
GLa	Greg LaRocque
GLn	Greg Land
GLo	Gary Louapre
GLu	Glenn Lumsden
GLz	Greg Luzniak
GMa	Graham Marks
GMg	Guy Maxton Graham
GMi	Grant Miehm
GMo	Grant Morrison
GMr	Gray Morrow
GMs	Gabriel Morrisette
GNo	Graham Nolan
GPa	George Papp
GPe	George Pérez
GPn	Gary Panter
GPu	Gordon Purcell
GRe	Grey
GRu	Gary Russell
GRv	Garfield Reeves-Stevens
GSe	Geoff Senior
GTa	Gerry Talsauc
GTu	George Tuska
GUs	Gary Ushaw
GWh	Geoffrey White
GWr	Gregory Wright
GYa	Guang Yap
HAn	Ho Che Anderson
HBa	Hilary Bader
HCh	Howard Chaykin
HCo	Hearn Cho
HEl	Harlan Ellison
HFi	Hart D. Fisher
HGo	Hector Gomez
HHa	Hugh Haynes
HKa	Hank Kanaiz
HKi	Hannibal King
HMa	Howard Mackie
HMr	Henry Martinez
HNg	Hoang Nguyen
HPe	Harvey Pekar
HPo	Howard Porter
HRa	Humberto Ramos
HSh	Herb Shapiro
HSi	Howard Simpson
HTr	Herb Trimpe
HWe	Howard Weinstein
HZ	Howard Zimmerman
ICh	Ian Churchill
IEd	Ian Edginton
INo	Irv Novick
IVe	Ivan Velez Jr
JAb	Jeff Albrecht
JAc	Jeff Acin
JAl	Jae Lee
JAp	Jim Aparo
JAr	John Arcudi
JAs	Jay Allen Sanford
JBa	Jim Balkie
JBd	Judy Bogdanove
JBe	Joe Bennett
JBg	Jon Bogdanove
JBi	Jerry Bingham
JBk	James Brock
JBl	Jim Balent
JBm	John Broome
JBn	John Bergin
JBo	John Bolton
JBr	June Brigman
JBt	Jeff Butler
JBu	John Buscema
JBy	John Byrne
JBz	Joe Brozowsky
JCa	Joey Cavalieri
JCd	Joe Chiodo
JCe	John Ceballero
JCl	Jim Calafiore
JCh	Johnny Childish

Photo: J. Schaefer

JCr	Johnny Craig
JC	Jim Callahan
JCm	John Calimee
JCn	John Cannan
JCo	Joe Comstock
JCp	J. Scott Campbell
JCr	Jim Craig
JCs	Jan Childress
JCy	John Cleary
JCz	John Czop
JDb	Jose Delbo
JDc	Jerry DeCaire
JDe	Jamie Delano
JDi	John Dixon
JDl	John Dimeola
JDm	J.M. DeMatteis
JDn	John Dennis
JDo	Julie Doucet
JDp	Judith Dupre
JDr	Jan Duursema
JDt	Julie Ditrich
JDu	Jo Duffy
JEs	John Estes
JFe	Jim Fern
JFl	John Van Fleet
JFm	John Francis Moore
JFn	John Freeman
JFo	John Forte
JFr	James Fry III
JFt	Joe Fontenz
JGa	Jay Gavin (Werner Roth)
JGi	Juan Gimenez
JGj	J.G. Jones
JGn	Jorge González
JGo	Joel Goss
JGr	Jeff Grubb
JGu	Jackson Guice
JGz	Jeff Gomez
JHa	Jack C. Harris
JHb	John Hebert
JHe	Jamie Hewlett
JHi	John Higgins
JHl	Jim Hall
JHo	Jon Holdredge
JHu	James Hudnall
JJa	Janet Jackson
JJb	J.J. Birch
JJe	Jeff Jensen
JJh	Jamine Johnston
JJm	Joseph A. James
JJn	J.B. Jones
JJo	Jeff Johnson
JJu	Joe Jusko
JKi	Jack Kirby
JKk	John Kiebs
JKn	Jeff Knight
JKu	Joe Kubert
JLa	Joe R. Lansdale
JLb	Jeph Loeb
JLe	Jim Lee
JLj	Joseph Michael Linsner
JLm	James Lyman
JLn	John Paul Leon
JLo	John Loeb
JLr	Jonathan Larsen
JLy	James Lyle
JLz	José Luis García López
JMa	John Manabe
JMc	Jim McWeeney
JMd	Joe Madureira
JMe	Jeffrey Moore
JMi	Jeff Mariotte
JMk	Joseph M. Monks
JMl	Jon Mould
JMo	Jim Mooney
JMr	John McCrea
JMs	Jeff Matsuda
JMt	Joe Matt
JMu	Jon J. Muth

JMz	José Marzan
JNo	Justin Norman
JNs	John Smith
JOb	James O'Barr
JOd	Joe Orlando
JOe	Joe Benitez
JOh	John Stinsman
JOi	Joe Simon
JOl	Joel Rose
JOr	Jerry Ordway
JOs	John Ostrander
JOw	Jim Owsley
JOz	Juan Ortiz
JPa	Joe Paradise
JPc	James Pascoe
JPe	Jonathan Peterson
JPh	Joe Phillips
JPi	Joe St. Pierre
JPk	Jay Scott Pike
JPl	Jimmy Palmiotti
JPn	Jacob Pander
JPo	Jarrod Post
JPr	Jerry Prosser
JPs	Jason Pearson
JPu	Jeff Purves
JQu	Joe Quesada
JRa	Jordan Raskin
JRb	James Robinson
JRe	John Reiber
JRi	John Ridgeway
JRj	John Romita Jr
JRl	John Riley
JRn	Jaxon Renick
JRo	John Romita
JRs	John Ross
JRu	Joe Rubinstein
JRv	Judith Reeves-Stevens
JRy	John Royle
JRz	John Rozum
JSa	John Statema
JSc	Jessie Chen
JSd	Jan Strnad
JSe	Jim Steranko
JSg	Jerry Siegel
JSh	Jim Shooter
JSi	Joe Sinnott
JSj	Javier Saltares
JSm	Jeff Smith
JSn	James T. Sherman
JSo	Joe Staton
JSp	Jack Sparling
JSr	Jim Sherman
JSs	Javier Saltares
JSt	Jim Starlin
JSy	John K. Snyder III
JSz	Jozef Szekeres
JTh	Jill Thompson
JTm	Joel Thomas
JVa	Jim Valentino
JVe	Jason Vega
JVn	James Vance
JWa	John Wagner
JWi	J.H. Williams
JWk	John Watkiss
JWl	J. Scott Williams
JWo	Jim Woodring
JWp	Jason Waltrip
JWt	John Waltrip
JZa	Jorge Zaffino
JZe	Joe Zabel
JZn	Juan Zannato
JZu	Joel Zulueta
KAl	Karl Altstaetter
KAt	Kevin Altieri
KBa	Kyle Baker
KBl	Karl Bollers
KBo	Kat Bolinger
KBu	Kurt Busiek
KCa	Kevin Campbell

KDe	Kathryn Delaney
KDw	Kieron Dwyer
KEa	Kevin Eastman
KFu	Kamui Fujiwara
KGa	Kerry Gammill
KGi	Keith Giffen
KHo	Ken Hooper
KHp	Kevin Hopgood
KHt	Kyle Hotz
Kja	Klaus Janson
Kjo	Kelley Jones
Klv	Kirk Jarvinen
KKe	Karl Kesel
KKo	Kevin Kobasic
KKr	Kelly Krantz
KLa	Ken Landgraf
KLl	Katy Llewellyn
KLn	Kirk Lindo
KLs	Ken Lashley
KMa	Kevin Maguire
KMi	Ken Mitchroney
KNo	Kevin Nowlan
KOn	Kevin O'Neil
KOt	Katsuhiro Otomo
KPe	Kenneth Parrish
KPl	Kilian Plunkett
KPo	Keith Pollard
KPu	Kelley Puckett
KQu	Keith Quinn
KRs	KRS-One
KSc	Kurt Schaffenberger
KSt	Ken Steacy
KVh	Kevin VanHook
KWe	Kevin West
KWi	Kent Williams
KWl	Keith Wilson
KWo	Kirk Van Wormer
KWr	Kate Worley
KYa	Kim Yale
LAl	Laura Allred
LAm	Larry Marder
LCu	Lowell Cunningham
LDu	Leo Durañona
LE	Lee Elias
LHa	Larry Hama
LHi	Laura Hitchcock
Ll	Leonardo Jimenez
LKa	Len Kaminski
LLa	Louis LaChance
LLe	Larry Lieber
LMa	Leonardo Manco
LMc	Luke McDonnell
LMd	Lee Moder
LMe	Linda Medley
LMo	Lou Mougin
LMr	Lee Marrs
LNa	Larry Nadolsky
LPe	Linda Pendleton
LRo	Lon Roberts
LSh	Liam Sharp
LSi	Louise Simonson
LSm	Louis Small Jr
LSt	Larry Stroman
LSu	Lee Sullivan
LSz	Len Strazewski
LTo	Lance Tooks
LWa	Lamar Waldron
LWe	Len Wein
LWk	Lee Weeks
MAd	Michael Adams
MAh	Marc Hansen
MAl	Michael Allred
MAn	Murphy Anderson
MAq	Mark Ahlquist
MAt	Mat Broome
MBa	Mark Bagley
MBd	Mark Badger
MBe	Mike Beachum
MBi	Michael Bair
MBm	Mary Bierbaum
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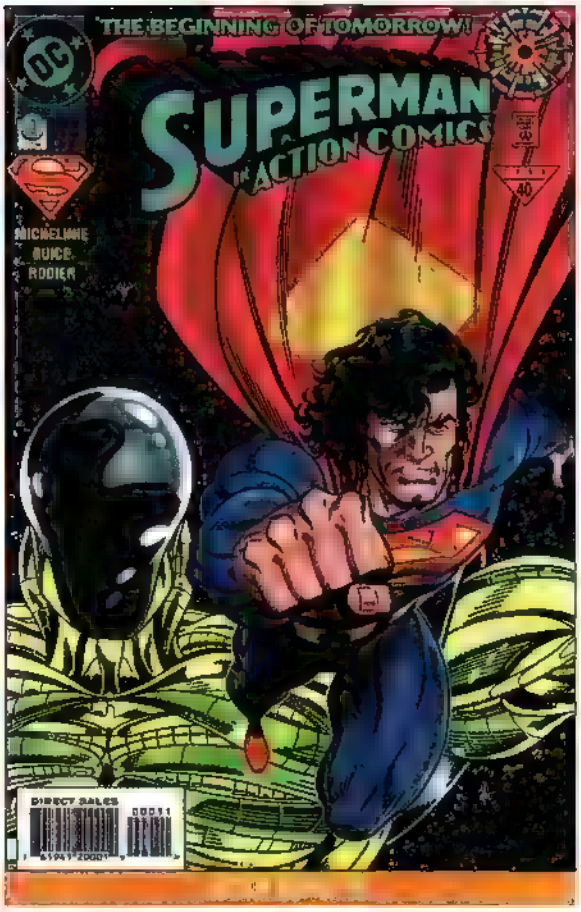

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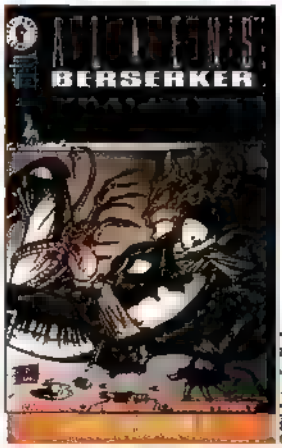
1-3 adaptation of film ... 2.50

ALIEN LEGION

MARVEL (1984-1987)
1-2 FCi CPo ... 3.00
3-6 FCi CPo ... 2.50
7-20 ... 1.75
2ND SERIES (1987-1990)
1-2 LSt AZe ... 1.50
3-18 LSt CDi ... 1.50



ALIENS

DARK HORSE (1988-1989)
1 ... 30.00
1A 2nd print ... 3.00
1B 3rd print ... 1.50
1C 4th print ... 1.50
2 ... 20.00
2A 2nd print ... 1.50
2B 3rd print ... 1.50
3 ... 8.00
3A 2nd print ... 1.50
4 ... 7.00
5-6 ... 5.00
TPB reprints 1-6 ... 11.95
HC reps. 1-6, & D.H.P'SENTS tale ... 24.95
2ND SERIES (1989-1990)
1 DBe MVe ... 8.00
2 DBe MVe ... 5.00
3 DBe MVe ... 4.00
4 DBe MVe Ripley app ... 4.00
HC (2500) ... 79.95
BERSERKER (1995)
1-4 ... 2.50
COLONIAL MARINES (1993-1994)
1-10 ... 2.50
THE COMPLETE ALIENS
HC (1000) rep DHP,Aliens, Aliens (2nd) ,Earth War ... 99.95
EARTH ANGEL (1994)
By MWe aliens loose in 50's suburbia 2.95
HC limited edit'n w/Byrne int'view 19.95
EARTH WAR (1990)
1 SKi MVe ... 9.00
1A 2nd print ... 2.50
2 SKi MVe ... 8.00
3-4 SKi MVe ... 6.00
HC signed & numbered ... 59.95
GENOCIDE (1991-1992)
1 JAr DWi/MRi alien civil war ... 3.00
2-4 JAr DWi/MRi ... 2.50
SC ... 13.95
HIVE (1992)
1 KJo JPr synthetic alien ... 3.00
2-4 KJo JPr ... 2.00
SC ... 13.95
LABYRINTH (1993-1994)
1-4 KPl JWo ... 2.00
TPB reps. mini-series ... 17.95
MONDO PEST (1995)
1-shot reprints DARK HORSE COMICS story ... 2.95
MUSIC OF THE SPEARS (1994)
1-4 ... 2.50
NEWT'S TALE (1992)
1-2 ... 4.95
ROGUE (1993)
1-4 WSm IEd ... 2.50
TPB reprints #1-4;Nelson cvr ... 14.95
SACRIFICE (1993)
1 PJo PMi PF,one-shot ... 4.95
STRONGHOLD (1994)
1-4 DMn JAr ... 2.50
TRIBES (1995)
HC DDo SBs ... 24.95

ALIENS VS PREDATOR

DARK HORSE (1990)
0 Reprints-DHP #34-36 ... 12.00
1 PNo RSt ... 8.00
1A 2nd print ... 2.00
2-3 PNo RSt ... 5.00
4 CWa RSt ... 5.00
SC reprints series,new art pages ... 19.95
HC limited edition HC version ... 79.95
DEADLIEST OF THE SPECIES (1993-1995)
1 IGu CCI 1:Caryn Delacroix ... 3.00
2-11 ... 2.00
12 EBa CC Renegade; Caryn's fate ... 2.50
WAR (1995-current)
0 reprints serial from DARK HORSE INSIDER, w/new material ... 2.50
1 Predators prepare for ultimate Alien hunt ... 2.50
2 humans caught in middle ... 2.50
3 three species gird for battle ... 2.50

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DC COMICS (1952-1966)
1 (#127 on cover) ... 550.00
2 (#128 on cover) ... 385.00
3-6 ... 300.00
7-12 ... 220.00
13-18 ... 195.00
19 1st Code-approved issue ... 220.00
20-30 ... 135.00
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43-54 ... 80.00
55-66 ... 65.00
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68-72 ... 60.00
73-81 ... 45.00
82 B: Johnny Cloud ... 40.00
83-108 ... 27.50
109-117 ... 13.00

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DC COMICS (1970-1972)
1 ... 10.00
2-9 ... 4.00
10 1 Jonah Hex ... 90.00
11 Jonah Hex ... 40.00

ALPHA FLIGHT

MARVEL (1983-1994)
1 JBy JBy 1:Marina,1:Puck, 1:Diamond Lil (cameo),O:Alpha Flight,1:Wild Child (cameo) ... 4.00
2 JBy JBy 1:Master ... 2.00
3-7 JBy JBy ... 2.00
8-10 JBy JBy ... 2.00
11 JBy JBy 1:Omega Flight,1:Roger Bochs,1:Diamond Lil (in full), 1:Wild Chd (in full),1:Flashback ... 2.00
12 JBy JBy D:Guardian,dbl sz ... 2.00
13 JBy JBy Wolverine ... 5.00
14-16 JBy JBy ... 1.50
17 JBy JBy Wolverine ... 3.00
18-28 JBy JBy ... 1.50
29-32 ... 1.50
33 X-Men,1:Lady Deathstrike ... 5.00
34 SBu BMo Wolverine,Attuma, Lady Deathstrike ... 5.00
35-49 ... 1.50
50 JBr BMo , dbl sz ... 1.50
51 ILe (1st Marvel work) ... 8.00
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53 Wolverine ... 3.50
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58 ILe BMo vs Dream Queen ... 2.00
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60-62 ILe BMo ... 2.00
63-74 ... 1.50
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91-105 ... 1.50
106 MPc SLo 1:Major Maple Leaf ... 3.00
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107-119 ... 1.75
120 PBr SFu 10th anniv,vs Hardliners, pin-up,bagged w/poster ... 2.25
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ANNUAL 2 JBr BMo Savage Land ... 2.00
ORIGIN SPECIAL
1 PBr SLo Wolverine ... 2.50
SPECIAL (1991)
1-4 Reprints A.F #97-100 ... 1.50

AMAZING ADULT FANTASY

MARVEL (1961-1962)
7 SDi ... 400.00
8 SD ... 300.00
9 SDi 1st 12¢ cover price issue ... 280.00
10-13 SDi ... 270.00
14 SDi Professor X prototype ... 350.00
becomes *Amazing Fantasy*

AMAZING ADVENTURES

MARVEL (1961)
1 Kirby/Ditko. 1&O:Dr Doom (with "r"),first Marvel superhero in Silver Age ... 1000.00
2 Kirby/Ditko ... 400.00
3-6 Kirby/Ditko ... 375.00
becomes *Amazing Adult Fantasy*
2ND SERIES (1970-1976)
1 JKi JK. B:Inhumans, B:Black Widow ... 18.00
2 JKi JK Fantastic Four ... 10.00
3-4 JKi JKi Mandarin ... 10.00
5-6 NAd RTh Maximus ... 8.00
7 NAd GCy Lionel Dibbs ... 8.00
8 NAd RTh Thor,L.B.Widow ... 8.00
9 MSk GCy Magneto ... 6.00
10 MSe GCy Magneto, L:Inhumans ... 6.00
11 TSu GCy B:Beast, 1:Beast with fur ... 15.00
12 TSu SEn Iron Man ... 9.00
13 TSu SEn Brotherhood of Evil Mutants ... 9.00
14 TSu SEn Iron Man ... 9.00
15 TSu SEn 1:Griffin ... 9.00
16 BBn SEn Juggernaut ... 9.00
17 St SEn X-Men,...Beast ... 9.00
18 NAd RTh T&O:Killraven, B:War of the Worlds ... 15.00
19-39 ... 5.00
3RD SERIES (1979-1981)
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2 reprints X-Men #39,1/2 of #1 ... 3.00
3 reprints X-Men #40,1/2 of #2 ... 3.00
4-14 reprints X-Men issues ... 3.00

AMAZING FANTASY

previously *Amazing Adult Fantasy*
MARVEL (1962)
15 SDi SLe 1&O-Spider-Man,1:Aunt May,1&D:Uncle Ben,1:Flash Thompson,1:Burglar ... 21,000.00

AMAZING SPIDER-MAN

MARVEL (1963-current)

1 SDi SLe 1:Chameleon, 1:I. Jonah Jameson,1:John Jameson,Fantastic Four 15,500.00
1A Golden Record reprint,exact reprint but no cover price 85.00
1B Golden Record reprint, with record 200.00
2 SDi SLe 1:Vulture 1 Tinkerer 2,300.00
3 SDi SLe 1&O:Dr Octopus 1 400.00
4 SDi SLe 1&O:Sandman, 1:Betty Brant 1,150.00
5 SDi SLe Dr Doom,FF 1,000.00
6 SDi SLe 1&O:Lizard 900.00
7 SDi SLe Vulture 650.00
8 SDi SLe Fant. Four b'kup story 675.00
9 SDi SLe 1&O:Electro 700.00
10 SDi SLe 1 Enforcers,1:Big Man 550.00
11 SDi SLe 2nd Dr Octopus 425.00
12 SDi SLe Dr Octopus 375.00
13 SDi SLe 1&O:Mysterio 425.00
14 SDi SLe 1 Green Goblin 1 250.00
15 SDi SLe 1&O:Kraven 375.00
16 SDi SLe Daredevil 300.00
17 SDi SLe Green Goblin 450.00
18 SDi SLe Sandman,1 Ned Leeds 250.00
19 SDi SLe Sandman, 1:MacDonald "Max" Gargan 250.00
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22 SDi SLe Ringmaster, 1:Princess Python 175.00
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27 SDi SLe Green Goblin 200.00
28 SDi SLe 1&O Molten Man 300.00
29 SDi SLe Scorpion 130.00
30 SDi SLe 1:Cat Burglar 130.00
31 SDi SLe 1:Gwen Stacy, 1:Harry Osborne 140.00
32-33 SDi SLe Dr Octopus 100.00
34 SDi SLe Kraven 100.00
35 SDi SLe Molten Man 100.00
36 SDi SLe 1:Looter 100.00
37 SDi SLe 1:Mendel Stromm 100.00
38 SDi SLe 1:Guy Named Joe 100.00
39 JRo SLe Green Goblin 160.00
40 JRo SLe 1st origin of Green Goblin 250.00
41 JRo SLe 1:Rhino 125.00
42 JRo SLe 1:Mary Jane (full) 110.00
43 JRo SLe 2nd app. of Rhino 75.00
44 JRo SLe 2nd app. of Lizard 75.00
45 JRo SLe Lizard 65.00
46 JRo SLe 1 Shocker 65.00
47 JRo SLe Kraven 65.00
48 JRo SLe 1&O:Vulture II 65.00
49 JRo SLe Kraven,Vulture 65.00
50 JRo SLe 1.Kingpin 340.00
51 JRo SLe vs Kingpin,1:Joseph "Robbie" Robertson 115.00
52 JRo SLe vs Kingpin 60.00
53 JRo SLe Dr Octopus 50.00
54 JRo SLe Dr. Octopus 50.00
55 JRo SLe Dr. Octopus 50.00
56 JRo SLe 1:Captain George Stacy,Dr Octopus 55.00
57 JRo SLe Ka-Zar 45.00
58 JRo SLe Ka-Zar 45.00
59 JRo SLe Kingpin 50.00
60 JRo SLe Kingpin 50.00
61 JRo SLe Kingpin 50.00
62-67 JRo SLe 40.00
68-69 JRo SLe Kingpin 45.00
70 JRo SLe 1:Vanessa Fisk; Kingpin 45.00
71 JRo SLe Quicksilver 40.00
72 JRo SLe Shocker 40.00
73 JRo SLe 1:Man Mountain Marko,1 Silvermane 40.00
74 JRo SLe Silvermane,Maggia 40.00
75 JRo SLe D:Silvermane,Maggia 32.00
76 JBu SLe Lizard 32.00
77 JBu SLe Human Torch,Lizard 32.00
78 JBu SLe 1:Prowler 32.00
79 JBu SLe vs Prowler 32.00
80 JBu SLe Chameleon 32.00
81 JBu SLe 1&O:Kangaroo 32.00
82 JRo SLe O:Electro 32.00
83 JRo SLe 1:Richard Fisk (as The Schemer) 36.00
84 JRo SLe Kingpin,Schemer 32.00
85 JRo SLe O:Schemer 32.00

86 JRo SLe O:Black Widow, new BW costume,no more wig 32.00
87 JRo SLe Peter reveals his identity to Gwen Stacy 35.00
88 JRo SLe Dr. Octopus 32.00
89 GKa SLe Dr Octopus 32.00
90 GKa STe D:Captain Stacy 50.00
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92 GKa STe Iceman 32.00
93 JRo SLe Prowler 32.00
94 JRo SLe O retold:Spider-Man 55.00
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97 GKa SLe Green Goblin, Drug issue 65.00
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103 GKa RTh Ka-Zar,Kraven,1:Gog 25.00
104 GKa RTh Ka-Zar vs Kraven, O:Gog 25.00
105 GKa SLe Spider-Slayer 25.00
106 JRo SLe Spider-Slayer 25.00
107 JRo SLe D:Spider-Slayer 25.00
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109 JRo SLe Dr. Strange 25.00
110 JRo SLe 1:Gibbon,Kraven 25.00
111 JRo GCy Kraven 25.00
112 JRo GCy Dr Octopus 25.00
113 JRo GCy 1:Hammerhead 25.00
114 JRo GCy O:Hammerhead 25.00
115 JRo GCy Dr Octopus 25.00
116 re-does story from Spectacular Spider-Man Magazine #1 ..... 25.00
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119 JRo GCy vs the Hulk 30.00
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122 GKa GCy Green Goblin dies in battle with Spider-Man 110.00
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125 RAn GCy O:Man-Wolf 20.00
126 RAn GCy IR:Kangaroo 20.00
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128 RAn GCy O:Vulture II 20.00
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130 RAn GCy 1 Spider Mobile, vs Hammerhead,Dr Octopus 20.00
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133 RAn GCy IR:Molten Man 20.00
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137 RAn GCy vs Green Goblin II 25.00
138-140 RAn GCy 25.00
141 RAn GCy 1:Mysterio II 25.00
142 RAn GCy IR:Mysterio II, 1 Gwen Stacy's clone 25.00
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183 RAn MWo IR:Rocket Racer, 1 The Big Wheel 8.00
184 RAn MWo 1:White Dragon II 8.00
185 RAn MWo White Dragon II, Peter Parker misses graduating from college 8.00
186 RAn MWo Chameleon 8.00
187 JSt MWo Electro 8.00
188 KPo MWo Jigsaw 8.00
189-190 JBy MWo Man-Wolf 8.00
191 KPo MWo Spencer Smythe 8.00
192 KPo MWo Smythe,Fly 8.00
193 KPo MWo Fly,Mysterio 8.00
194 KPo MWo 1 Black Cat 15.00
195 KPo MWo O:Black Cat 8.00
196 AMi MWo Kingpin,Aunt May's death faked 7.00
197 KPo MWo Kingpin 7.00
198-199 SBu MWo 7.00
200 KPo MWo/SLe double size, burglar who killed Uncle Ben dies fighting Spider-Man 25.00
201-202 KPo MWo Punisher 15.00
203-208 ..... 6.00
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210 JRj DOn 6.00
211-224 ..... 6.00
225 JRj RSt 1:Foolkiller II 6.00
226 JRj RSt Foolkiller II,Black Cat 6.00
227 JRj RSt Black Cat fakes her own death 6.00
228 RLe JSd Spider-Murders 6.00
229 St RSt vs juggernaut 6.00
230 RJ RSt Juggernaut 6.00
231 RJ RSt Cobra,Mr.Hyde 6.00
232 JRj RSt Mr Hyde 6.00
233 JRj RSt Tarantula 6.00
234 JRj RSt Will O' The Wisp 6.00
235 JRj RSt Tarantula,O:Will O' The Wisp 6.00
236 JRj RSt D Tarantula,Will O' The Wisp 6.00
237 BHi BMa Stilt Man 6.00
238 JRj RSt 1&O:Hobgoblin, Lakeside tattoo 60.00
238A w/o tattoo 20.00
239 JRj RSt vs Hobgoblin 35.00
240 JRj RSt Vulture 7.00
241 JRj RSt O:Vulture 7.00
242 JRj RSt Awesome Android 7.00
243 JRj RSt 7.00
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258 Hobgoblin 10.00
259 RFr TDe Hobgoblin, O:Spider-Man 15.00
260 RFr TDe Hobgoblin 10.00
261 RFr TDe Hobgoblin vs Harry Osborne 10.00
262 BLa BLa IR:Spider-Man 7.00
263 BLa BLa 1 Spider-Kid 5.00
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267 BMc PDa Human Torch 5.00
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269 RFr TDe vs Firelord 5.00
270 RFr TDe vs Firelord,Avengers 5.00
271 RFr TDe Crusher Hogan vs Mayhem 5.00
272 SBu TDe 1&O:Slyde 5.00
273 RFr TDe Puma,Secret Wars 5.00
274 RFr TDe Secret Wars II,Spidey

IF YOU MISSED

AMAZING SPIDER-MAN #403 Spidey's put on trial by Judas Traveller (he's no Judge Ito), and when prosecutor Carnage gets him sentenced to death, it's up to Kane to save him. I guess Johnnie Cochran's booked solid.

WIZARD PRICE GUIDE

vs Zarathos,Mephisto 10.00
275 RFr TDe Hobgoblin,dbl sz, rep Amazing Fantasy #15 ....13.00
276 RFr TDe Hobgoblin,Flash Thompson framed 10.00
277-278 ....5.00
279 RLe TDe Missing in Action, Silver Sable vs Jack O'Lantn 5.00
280 RFr TDe Silver Sable vs Sinister Syndicate 5.00
281 RFr TDe Hobgoblin vs Jack O' Lantern 11.00
282 RLe TDe X-Factor 5.00
283 RFr TDe Hobgoblin,Titania, Absorbing Man 5.00
284 RFr TDe Gang War,p1,Punisher, Hobgoblin,The Rose 10.00
285 AKp TDe p2,Punisher, Hobgoblin,Jack O' Lantern 18.00
286 AKp JOw p3,Hobgoblin, Jack O' Lantern,Rose 7.00
287 ELa JOw p4,Spidey vs Daredevil,Hobgoblin cameo 7.00
288 AKp JOw p5,Punisher,Falcon, Hobgoblin,Daredevil,Black Cat,Kingpin 10.00
289 AKp PDa dbl sz, R:Hobgoblin, Wolverine cameo,1 new Hobgoblin (Jack O' Lantern) 20.00
290 Peter proposes to Mary J. 5.00
291 JR, DMi Spider-Slayer, Mary J. refuses proposal 5.00
292 ASa DMi Mary J. accepts proposal, Spider-Slayer 5.00
293 MZe JDm Kraven's Last Hunt, p2,Spider hallucination 10.00
294 MZe JDm p5,Kraven commits suicide 10.00
295 CMn ANo Mad Dog Ward continued from Web #33 ....5.00
296 vs Dr. Octopus 5.00
297 ASa DMi Dr. Octopus 5.00
298 TMc DMi 1 Venom (cameo), 1st Todd McFarlane Spidey 36.00
299 TMc DMi Venom (cameo) 30.00
300 TMc DMi 1&O:Venom(full story), R:red & blue costume 70.00
301 TMc DMi vs Silver Sable 15.00
302 TMc DMi 1 Wes Cassady, vs Dr. Nero 15.00
303 TMc DMi Silver Sable, Sandman 15.00
304 TMc DMi 1 Jonathan Caesar, Black Fox,Prowler,"Webs" 10.00
305 TMc DMi Black Fox,Prowler, Johnny Carson 15.00
306 TMc DMi Chameleon,Black Cat, Humbug,Action #1 cover 10.00
307 TMc DMi O:Chameleon, Mary J. kidnapped 10.00
308 TMc DMi vs Taskmaster 10.00
309 TMc DMi 1 Styx & Stone, vs Jonathan Caesar 10.00
310 TMc DMi Killer Shrike,Peter returns to college,Tinkerer 10.00
311 TMc DMi Inferno,Mysterio, Hobgoblin cameo 10.00
312 TMc DMi Inferno,Green Goblin vs Hobgoblin 22.00
313 TMc DMi inferno,vs Lizard 10.00
314 TMc DMi Christmas story, Peter & MJ evicted 10.00
315 TMc DMi Venom 18.00
316 TMc DMi Venom 18.00
317 TMc DMi Venom 18.00
318 TMc DMi Scorpion 10.00
319 TMc DMi Rhino,Scorpion 10.00
320 TMc DMi AssassiNation Plot 10.00
321 TMc DMi p2,S.Sable,Paladin 7.50
322 TMc DMi p3,Silver Sable 7.50
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335 ELa DMi p2 ....4.00
336 ELa DMi p3,D:Nathan Chance 4.00
337 ELa DMi p4 ....4.00
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339-343 ....4.00
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345 MBa DMi Venom,Cardiac vs Boomerang,Venom costume infects Cletus Kasady 14.00
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349 ELa DMi Dr Doom,Black Fox 3.00

350 ELa DMi Dr Doom,Black Fox 3.00
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352 MBa DMi Nova,Tri-Sentinel 3.00
353 MBa AMi Round Robin,p1, Punisher,Darkhawk 3.00
354 MBa AMi p2 ....3.00
355 MBa AMi p3 ....3.00
356 MBa AMi p4 ....3.00
357 MBa AMi p5 ....3.00
358 MBa AMi p6, gatef'd cvr 3.00
359 CMa DM Cletus Kasady 7.00
360 CMa DM Cardiac vs Spider-Man,1 Carnage (cameo) 8.00
361 MBa DMi 1:Carnage (full), O:Cletus Kasady 17.00
361A 2nd print 1.25
362 MBa DM Carnage,Venom, Human Torch 11.00
362A 2nd print 1.25
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365 30th anniv,Peter meets parents, hologram cvr,poster,vs Lizard, O Sp-Man,SM 2099 preview 8.00
366-367 Red Skull,Taskmaster 1.75
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SPECIAL 5 LLe SLe A.World War era Red Skull,1&O:Peter Parker's parents (flashback) 80.00
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AMAZING SPIDER-MAN SPECIAL

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MARVEL (1995)
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3 AKb FNi assault on Apocalypse 2.75
4 AKb FNi Apocalypse's Citadel 2.75
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THE ULTIMATE AMAZING X-MEN (1995)
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ANGELA

IMAGE (1994-1995)
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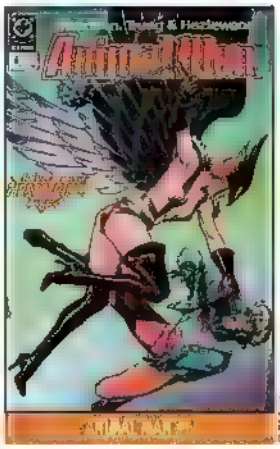

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87 FHa JPr Mundi, p3, Spider Queen 2.25
ANNUAL 1 Children's Crusade 3.95
TPB Reprints issues #1-9 ....19.95

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DC COMICS (1962-1978)
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2 NCa BHy vs Capt. Sykes 180.00
3 NCa BHy 125.00
4-6 NCa BHy 85.00
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11 1:Mera 64.00
12 NCa BHy 64.00
13-17 NCa BHy 36.00
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19-20 NCa BHy 36.00
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31-32 NCa BHy 20.00
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34-40 ....20.00

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53-63 ..... 6.00

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2-4 Ocean Master 3.00

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2 CSw KGi 2.00
3-4 CSw KGi 1.75
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SPECIAL 1 CSw KGi 2.00

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ARMAN

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11-12 BWs 2.25
13-17 ..... 2.25
18-25 ..... 2.25
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DC COMICS (1995-current)

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5 discovers origin secrets 1.75

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DC COMICS (1991-1992)

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ARMAGEDDON: 2001

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ARMORINE

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ENTITY COMICS (1995-current)

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returns to *Uncanny X-Men*

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ATLANTIS CHRONICLES

DC COMICS

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DC COMICS (1962-1968)

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becomes *Atom and Hawkman*

ATOM SPECIAL

1 vs. Chronos 2.50
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THE ATOM

DC COMICS (1968-1969)

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44 MAn GFo Gem Cross ..... [illegible]
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MAXIMUM PRESS (1995-current)

1 JOh BNa fallen angel must do penance on earth; co-written by RLd 4.00
1A newsstand edition 2.50
2 JOh RLd/BNa B'Lial, bad wizard 2.95
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GN BH DM Dr Doom vs Avengers ... 7.95

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TPB reprints ... 12.95

YESTERDAY QUEST (1994)

PF reprints #181,182,185-187 ... 6.95

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MARVEL (1995)

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MARVEL

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previously Solo Avengers

21-40 ... 1.25

AVENGERS: THE TERMINATRIX OBJECTIVE

MARVEL (1993-1994)

1 MGu MCn holo-grafx foil cvr ... 2.50
2-4 ... 1.25

AVENGERS: WEST COAST

MARVEL (1989-1993)

previously West Coast Avengers

47-49 JBy JBy ... 1.25
50 JBy JBy R:G. Age Human Torch ... 3.50
51-74 ... 1.25
75 Fant. Four,giant size ... 2.00
76-99 ... 1.25
100 DRo RTh vs Mephisto, D:Mockingbird,dbl sz, red foil-embossed cvr ... 3.50
101 Bloodlines,X-Men,Magneto ... 4.50
102 final issue,East team vs West ... 3.00
ANNUAL 4 Atlantis Attacks ... 2.25
ANNUAL 5 Subtrn. Wars ... 2.00
ANNUAL 6 ... 2.25
ANNUAL 7 ... 2.25
ANNUAL 8 RTh bagged w/card, 1 Raptor,vs Ultro,War Toy ... 2.95

AZRAEL

DC COMICS (1994-current)

1 BKi DOn Jean Paul re-dons his original costume ... 5.00
2 ... 4.00
3-5 ... 2.50
6 BKi DOn Ra's al Ghul ... 1.95
7 BKi DOn truth about heritage ... 1.95
8 BKi DOn goes on rampage ... 1.95

BABYLON 5

DC COMICS (1994-current)

1-5 based on TV show ... 1.95
6-7 based on TV show ... 2.50
8 based on TV show ... 2.50

BABE

LEGEND/DARK HORSE (1994)

1 JBy new superheroine ... 2.50
2-3 JBy MWe ... 2.50
4 JBy final showdown w/Gideon ... 2.50

BABE 2 (1995-current)

1 JBy she's back, facing the threat of the Shrewmanoid ... 2.50
2 JBy giant cyborg alligators ... 2.50

BACKLASH

IMAGE (1994-current)

1 breaks Taboo out of prison ... 3.50
1A variant cover ... 5.00
2 Savage Dragon guest stars ... 1.95
3-7 ... 2.50
8 Wildstorm Rising, p8; includes 2 cards ... 2.50
8A newsstand edition, no cards ... 1.95
9 Taboo meets Dingo ... 2.50
10 Crimson ... 2.50

BADGER

CAPITAL (1983-1984)

1 JBt MBo ... 6.00
2-4 ... 4.00

FIRST (1985-1991)

5-6 ... 6.00
7-30 ... 3.75
31-49 ... 3.50
50 ... 5.00
51 ... 3.00
52-54 Vigil art ... 6.00
55-70 ... 3.00

BADGER GOES BERSERK

FIRST (1989)

1-4 ... 3.00

BADGER: SHATTERED MIRROR

DARK HORSE (1994)

1-4 ... 2.50

BADGER: ZEN POP FUNNY ANIMAL VERSION

DARK HORSE (1994)

1-2 ... 2.50

BADROCK

IMAGE (1995-current)

1A RLd ESp cvr inked by TMc ... 1.75
1B RLd ESp cvr inked by SPt ... 2.00
1C RLd ESp cvr inked by DFr ... 1.75
2 RLd ESp Savage Dragon ... 1.75
3 RLd ESp vs. Overlord, S Dragon ... 1.75
ANNUAL 1 Badrock vs. Barbaric ... 2.95

BADROCK & COMPANY

IMAGE (1994-1995)

1-6 ... 2.50

BALLISTIC

IMAGE (1995-current)

1 ... 2.50

BARB WIRE

DARK HORSE (1994-current)

1 LMd JAr vs Deathcard ... 2.00
2-3 ... 2.00
4 Ghost in the Machine,p1 ... 2.00
5-9 ... 2.50

BAR WIRE

ACCLAIM/WINDJAMMER (1995-current)

1 MGr RHo characters spun off from SHAMAN'S TEARS ... 2.50
2-4 MGr RHo ... 2.50

BARTMAN

BONGO COMICS (1993-current)

1 vs Mrs. Krabappel,silver foil cvr ... 4.50
2 vs The Penalizer ... 1.95
3 When Bongos Collide,p3,comes w/SkyBox card ... 2.25
4 Bartman no more ... 2.25
5 female superhero falls in for B'man ... 2.25
6 showdown with villain ... 2.25

BATGIRL SPECIAL

DC COMICS (1988)

1 Last Batgirl story ... 6.00

BATMAN

DC COMICS (1956-current)

0 MMn DMo Bruce reminisces,plus clues to dark episode in past ... 2.50
100 ... 1,400.00
101-104 ... 280.00
105 Batwoman ... 360.00
106-109 ... 280.00
110 BKa Joker ... 250.00
111-120 ... 200.00
121-122 ... 130.00
123 Joker ... 140.00
124-126 ... 130.00
127 Joker,Superman, Thor! ... 150.00
128 ... 130.00
129 O retold,Robin ... 200.00
130 ... 130.00
131 BKa Batman ,,Robin ,, Batwoman ... 90.00
132 BKa vs Sea-Fox ... 90.00
133 Bat-Mite ... 90.00
134 BKa rainbow creature ... 90.00
135 BKa Batman ,,Robin ... 90.00
136 Joker ... 125.00
137 Bka Mr Marvel ... 90.00
138 BKa Sea Beast ... 90.00
139 BKa Bat-Girl(old) ... 95.00
140 BKa Joker,Bat-Girl(old) ... 95.00
141 vs Clockmaster ... 90.00
142 BKa Robot Guardian ... 90.00
143 last 10-cent cvr price issue ... 90.00
144 BKa Bat-Mite,Bat-Girl(old) ... 90.00
145 BKa Batman ,,Joker ... 120.00
146 BKa Korabo ... 75.00
147 BKa Bat-Baby ... 75.00
148 BKa Joker ... 120.00
149 Bka vs Maestro ... 75.00
150 BKa Super Boy-Wonder ... 75.00
151 BKa Batwoman ... 60.00
152 BKa Joker ... 50.00
153 BKa Batwoman,Bat-Girl(old) ... 50.00
154 BKa vs Dr Dorm ... 50.00
155 Bka Re-Intro:Penguin, 1st app. in the Silver Age ... 255.00
156 ... 50.00
157 BKa Mirror Man ... 50.00
158 BKa vs Bat-Hound ... 50.00
159 Joker ... 60.00
160 BKa Gimmick Gang ... 50.00
161 ... 50.00
162 BKa Bat-Beast ... 50.00
163 Joker ... 60.00
164 BKa Hootenanny Hotshots ... 50.00
165 BKa vs Mutant ... 50.00
166 BKa death trap ... 50.00
167 BKa aliens ... 50.00
168 BKa vs Mr Mammoth ... 50.00
169 2nd Silver-Age Penguin ... 100.00
170 BKa Getaway Gimmicks ... 50.00
171 1 Silver-Age Riddler ... 285.00
172 BKa invisible knights ... 35.00
173 ... 35.00
174 BKa Big Game Hunter ... 35.00
175 BKa untouchable Batman ... 35.00
176 80 Pg. Giant #G-17 Catwoman ... 55.00
177 BKa Elongated Man,Atom ... 35.00
178 BKa Rocketeers ... 35.00
179 Riddler (Silver Age) ... 75.00
180 BKa Death Man ... 35.00
181 BKa Poison Ivy,poster ... 75.00
182 80 Pg Giant #G-24 ... 50.00
183 2nd app. Poison Ivy ... 45.00
184-185 ... 35.00
186 Joker ... 35.00

187 80 Pg Giant #G-30 ....50.00
188 ....20.00
189 1.Scarecrow (Silver Age)....80.00
190 Penguin....25.00
191 BKa Batman quits....20.00
192 BKa The Swami 20.00
193 80 Pg Giant #G-37 ....30.00
194 Blockbuster 20.00
195-196 ....20.00
197 BKa Batgirl(new),Catwoman....40.00
198 80 Pg Giant #G-43, Joker....55.00
199 Robin reprint....20.00
200 O retold:Batman,Robin. Anniversary issue 100.00
201 Joker....20.00
202 ....20.00
203 80 Pg Giant #G-49 ....25.00
204-206 ....14.00
207 INo FRo Death Trap....14.00
208 80 Pg Giant #G-55. O retold:Batman....25.00
209 vs Brain Wash 14.00
210 Catwoman 16.00
211-212 ....14.00
213 80 Pg Giant #G-61 O:new Robin,O:Joker....35.00
214 Batgirl 12.00
215-216 ....12.00
217 NAd 16.00
218 NAd 16.00
219 NAd FRo Kidnapped 22.00
220 ....12.00
221 ....12.00
222 INo FRo Beatles 25.00
223 80 Pg Giant #G-73 ....25.00
224-225 ....12.00
226 INo FRo Ten-Eyed Man 12.00
227 ....12.00
228 80 Pg Giant #G-79 ....25.00
229 ....12.00
230 Robin 12.00
231 INo FRo Ten-Eyed Man 12.00
232 NAd 1:Ra's Al Ghul 40.00
233 80 Pg Giant #G-85 ....25.00
234 NAd DOn 1. Silver-Age Two-Face... ....80.00
235-236 ....12.00
237 NAd DOn Golden Age Batman 33.00
238 O:Doom Patrol,LOSH 12.00
239 ....12.00
240 INo DOn Ra's Al Ghul 12.00
241 Kid Flash. 12.00
242 ....12.00
243 NAd DOn Ra's Al Ghul 22.00
244 NAd 22.00
245 NAd DOn D B.Wayne 22.00
246 ....12.00
247 INo DOn new year story 12.00
248 Robin solo backup 12.00
249 INo FRo Citadel/Crime 12.00
250 INo FRo 12.00
251 NAd DOn joker 36.00
252-253 ....12.00
254 ....12.00
255 Bruce's father....15.00
256 Catwoman 12.00
257 INo DOn Penguin....12.00
258 ....12.00
259 Shadow 12.00
260 INo DOn joker....24.00
261 INo DOn D exposed....12.00
262 ECh DOn Scarecrow....7.00
263 ECh DOn Riddler 10.00
264 ECh DOn Devil Dayre....7.00
265 RBu MF Mr Trenton 7.00
266 No DOn Catwoman 7.00
267 ECh DRe vs Django 7.00
268 INo DOn the Sheikh....7.00
269 ECh DRe Terry Tremayne....7.00
270 ECh DRe fiery heads 7.00
271 INo DRo cult of Agni 7.00
272 JLz DRe Underworld Olympics....7.00
273 ECh DRe Europe 7.00
274 ECh DRe Steel Claw 7.00
275 ECh DRe bikers....7.00
276 ECh DRe the Spook 7.00
277 ECh DRe monsters....7.00
278 ECh DRe the Wringer 7.00
279 Riddler 7.00
280 ECh DRe crime curfew 7.00
281 ECh DRe Secret Police 7.00
282 ECh DRe S. Police,p2....7.00
283 ECh DRe Omega Bomb 7.00
284 ....7.00
285 RTa DRe Dr Tzin-Tzin 7.00
286 INo DOn Joker vs Joker 8.00
287 Penguin 7.00
288 MGr Penguin....7.00
289 MGr Skull Dugger 7.00
290 ....7.00
291 Joker,Underworld Olympics 7.00
292 Underworld Olympics,p2 ....7.00
293 Underworld Olympics,p3 ....7.00
294 Underworld Olympics,p4 ....7.00
295 ....7.00
296 SAm DRe Scarecrow 7.00
297 RBu DRe Mad Hatter 7.00
298 JCn DRe purple cult,p1 ....7.00
299 JCn DRe p2 ....7.00
300 WSt O retold:Batman 10.00
301 ....7.00
302 TK DRe Wire Head 7.00
303-305 Catwoman 7.00
306 ....7.00
307 JCn LWe gold coin killer 7.00
308 ....7.00
309 JCn LWe D:Blockbuster 7.00
310 Gentleman Ghost 7.00
311 Batgirl 7.00
312 ....7.00
313 Two-Face 8.00
314 INo LWe Two-Face 8.00
315 vs Kite-Man 7.00
316 INo LWe Rpt Crazy Quilt 7.00
317 Riddler 7.00
318-320 ....7.00
321 Joker 8.00
322 324 Catwoman 7.00
325 ....7.00
326 INo LWe Catwoman 7.00
327 ....7.00
328 Two-Face 8.00
329 INo MWo Two-Face 8.00
330 ....7.00
331 INo MWo Electrocutioner 7.00
332 solo Catwoman story 7.00
333-335 Catwoman 7.00
336 ....7.00
337 JLz GCy Snowman 7.00
338 No GCy Deathsport....7.00
339 Poison Ivy 10.00
340 ....6.00
341 342 Man-Bat 6.00
343-346 ....6.00
347 Alfred backup 6.00
348 Man-Bat,Killer Moth 6.00
349 GCo GCy Catwmn,Vampires 6.00
350-351 Catwoman 6.00
352 DNe GCy Colonel Blimp 6.00
353 JLz GCy Joker 8.00
354 DNe GCy Hugo Strange 6.00
355 DNe GCy Catwoman....6.00
356 DNe GCy Hugo Strange 6.00
357 Jason Todd cameo....7.00
358 CSw GCy Killer Croc 6.00
359 Joker 8.00
360 DNe DMo 1:Savage Skull 6.00
361-365 ....6.00
366 DNe DMo 1:Jason Todd as Robin 22.00
367 Vicki Vale,vs Poison Ivy 6.00
368 1:Robin II 18.00
369 DNe DMo Deadshot....6.00
370 ....6.00
371 DNe DMo Catman 5.00
372-397 ....5.00
398 Two-Face 5.00
399 TMa DMo Headhunter 5.00
400 Stephen King,AAd,JBy, MGr,GPe,BSi,BWr 20.00
401-403 ....5.00
404 DMa FMi Year One,p1, 1st Modern Catwoman 16.00
405-407 DMa FMi Year One,p2-4 ....6.00
408 CWa MCo joker... ....6.00
409 RAn MCo Ma Gunn 6.00
410 DCo MCo Two-Face 8.00
411 DCo MCo Two-Face 5.00
412 DCo MCo the Mime 4.00
413 KDw ,Du Masahiko Tahara 4.00
414 JAp JSt slasher.... ....4.00
415 JAp JSt Millennium 4.00
416 JAp JSt Nightwing 6.00
417 JAp JSt 1:KGBeast 10 Nights of the Beast,p1 ....14.00
418 JAp JSt p2,KGBeast 13.00
419 JAp JSt p3,Beast's plan 13.00
420 JAp JSt p4,Reagan 12.00
421 DG ,St slasher 4.00
422 MBr JSt slasher.... ....4.00
423 DCo JSt McFarlane cover 4.00
424 MBr JSt Robin kills 4.00
425 MBr JSt Gordon kidnpd 4.00
426 JAp JSt Death in the Family, p1 ....10.00

427 JAp JSt p 2,w/phone # 8.00
427A without phone # 7.00
428 JAp JSt p3,D:Robin II 8.00
429 JAp JSt p4,Superman 5.00
430 JAp JSt 5.00
431 JAp JOw master Kringl 3.00
432 ....3.00
433 JAp JBy Many Deaths of the Batman,p1 ....4.00
434 JAp JBy p2,Bat-murders 4.00
435 JAp JBy p3,R:assassin....4.00
436 MWo Year Three p1, ...6.00
436A 1.25
437 PBr MWo ....
438 PBr MWo p3,D:Zsasz 3.00
439 PBr MWo p4,D:Tarr 3.00
440 JAp MWo Lonely Place of Dying,p1 ....3.00
441 JAp MWo Lonely Place,p3 ....3.00
442 JAp MWo Joker,1:Robin III,p5 ....6.00
443 JAp MWo 1:Crimesmith 2.00
444-454 ....2.00
455 NBr AGr Dick Grayson 1.75
456 NBr AGr Scarecrow 1.75
457 NBr AGr 1:new Robin costume 6.00
457A 2nd print....1.00
458 NBr AGr Sarah Essen,Harold 1.75
459 NBr AGr Gordon has a heart attack,S. Essen 1.75
460 NBr AGr Catwoman 2.00
461 NBr AGr Catwoman 2.00
462 NBr AGr Spirit of the Beast 1.50
463 NBr AGr p2,Las Vegas 1.50
464 NBr AGr p3,Bat-Hound 1.50
465 NBr AGr Robin begins 2.50
466-482 ....1.50
483-487 ....1.25
488 Azrael 12.00
489 Bane vs Killer Croc 11.50
490 Riddler 9.50
491 all Arkham villains escape 8.00
492 JAp DMo Knightfall begins 10.00
492A platinum edition 20.00
493 JAp DMo Knightfall p3, vs Mr.Zsasz 6.00
494 JAp DMo p5,Joker Strik 4.00
495 JAp NBr p7,vs Poison Ivy 4.00
496 JAp DMo Knightfall p9 Joker Scarecrow 4.00
497 Knightfall,p11,Bane breaks Batman's back 6.00
497A newsstand edition 3.00
497B 2nd printing 2.00
497C Platinum ed. (COUNTERFEIT not published by DC) ..NO VALUE
498 Knightfall,p15 Catwoman 3.00
499 Knightfall,p17,Azrael,Catwmn 2.50
500 Knightfall,p19,Azrael as all-new Batman,Collector's Ed.,die-cut cvr over foil cvr 5.00
500A Newsstand edition 3.00
501 MMn DMo Knightquest The Crusade,p3,1:Marauder 2.00
502 MMn DMo vs Marauder 2.00
503-508 ....2.00
509 MMn DMo KnightsEnd begins, Lady Shiva, double size....3.50
510 MMn DMo KnightsEnd,p7 ....2.50
511 MMn DMo ZERO HOUR, new Batgirl appears in Gotham 2.00
512 MMn DMo Dick Grayson becomes Batman, vs.Killer Croc in sewers 2.50
513 new Batman battles freed criminals and Two-Face 2.00
514 MGu DMo identity crisis....2.00
515 The Troika,p1, Bruce back as Batman; embossed cover. 2.50
515A regular cover 1.50
516 Kjo DMo hunts "the Sleeper" 2.00
517 Kjo DMo uncovers secret.. ....2.00
518 Kjo DMo the Black Spider 2.00
519 Kjo DMo Batman races to save Black Spider's chosen victim 1.95
520 EBa DMo Gordon's wife now Gotham's police commissioner 1.95
521 Kjo DMo K. Croc's loose again 1.95
522 Kjo DMo Batman meets Croc's new pal- Swamp Thing! 1.95
ANNUAL 1 ....300.00
ANNUAL 2 ....190.00
ANNUAL 3 ....125.00
ANNUAL 4 ....50.00
ANNUAL 5 ....45.00
ANNUAL 6 ....35.00
ANNUAL 7 ....32.00
ANNUAL 8 TEe MWb Ra's Al Ghul 7.00
ANNUAL 9 ....6.00
ANNUAL 10 DCo DMo 6.00
ANNUAL 11 GFn AMo Clayface....7.00
ANNUAL 12 RAn MBo 4.00
ANNUAL 13 MBi JOw Two-Face 5.00
ANNUAL 14 CSp ARe O retold: Two-Face, Neal Adams cover 6.00
ANNUAL 15 Arm 2001 ....4.75
ANNUAL 15A 2nd print 2.00
ANNUAL 16 ....2.50
ANNUAL 17 EBa DMo Bloodlines, p8,1:Decimator 2.50
ANNUAL 18 Elseworlds tale 2.95
ANNUAL 19 Year One; Scarecrow 3.95

BATMAN ADVENTURES

DC COMICS (1992-current)

1 ....5.50
2 ....4.00
3 ....3.50
4-6 ....3.00
8 ....2.50
7 w/ card 8.00
7A w/o card 2.50
8-24 ....2.00
25 MPr KPu dbl-sz,Superman 2.50
26-31 MPr KPu 2.00
32 MPr DRs insane underworld plot 1.75
33 Bruce gets mugged 1.75
34 Dr. Hugo Strange 1.75
35 loses memory, joins Catwoman 1.75
ANNUAL 1 Roxy Rocket....2.95
ANNUAL 2 ....3.50

MAD LOVE (1993)

SC CT PDi O:Harley Quinn 8.00
PF reprinted in Prestige Format....4.95

THE COLLECTED ADVENTURES

TPB reprints Batman Adv's #1-6 ....5.95
TPB Vol 2, reprints #7-12....5.95

HOLIDAY SPECIAL (1994)

1-shot Christmas tales 2.95

BATMAN BOOKS

DC COMICS

ANIMATED MOVIE (1993)

1 film adaptation,PF 4.95
1A standard format 2.95

ARCHIVES (1990-91)

1 HC reprints Detective #27-50 ....39.95
2 HC 39.95
3 HC reprints Detective #71-86 ....39.95

ARKHAM ASYLUM

HC 24.95
TPB 14.95

BATMAN COLLECTION

1 Slipcase Edition-TPB reps Yr One, Dark Knight,Arkham Asylum, Catwoman:Her Sister's Keeper....37.75
2 ....29.80

BATMAN/DRACULA RED RAIN

HARDCOVER Kjo DMo 50.00
TPB Kjo DMo reprints hard covr 9.95

BATMAN FOREVER (1995)

1 movie adaptation 3.95
1A Prestige Format edition 5.95

BATMAN GALLERY (1992)

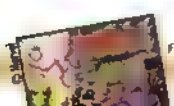
1 various artwork featured 2.95

BATMAN RETURNS (1992)

1 ....3.95
1A Prestige Format edition 5.95

BATMAN/SPAWN WAR DEVIL (1994) (DC/IMAGE)

SC KJa DMo/CDi/AGr Spawn in Gotham City,PF 5.25



IF YOU MISSED

AVENGERS #388 The final part of "Taking A.I.M." has Cap and an Adaptoid plugging the breach in the Cosmic Cube containment field, but not before the Red Skull uses Supena's cure for Cap's condition and then apparently kills her

WIZARD PRICE GUIDE

BATMAN THE MOVIE (1989)
1 Movie Adaptation,Deluxe 4.95
Official Book of The Movie 9.95

BATMAN: FEATURING TWO-FACE & THE RIDDLER (1995)
SC reps. classic tales w/the 2 villains12.95

BIRTH OF THE DEMON (1992)
HC NBr MWb teams w/R. Al Ghul ..24.95
SC NBr MWb 9.95

BRIDE OF THE DEMON
HC TGg MWb Ra's Al Ghul 19.95
SC TGg MWb 12.95

BLIND JUSTICE
TPB reprints Detective #598-600 ....7.50

CATWOMAN DEFIANT (1992)
PF 4.95

COMPLETE FRANK MILLER BATMAN
1 FM Leatherbound 29.95
1A 2nd print 29.95

THE DAILIES
1 TPB 1943-1944 ....9.95
2 TPB 1944-1945 ....12.95
HC (S 500) 60.00

DARK JOKER- THE WILD (1994)
SC reprints Elseworlds story 9.95

DARK KNIGHT ARCHIVES
HC rep Batman #1-4 ....39.95
HC rep Batman #5-8 ....59.95

DEATH IN THE FAMILY
TPB reprints Batman #426-429 ....3.95

DIGITAL JUSTICE
HC Computer art 24.95

ELSEWORLDS (1992-current)
Batman/Houdini 5.95
Bloodstorm (HC) 24.95
Bloodstorm (SC) 12.95
The Blue, The Grey, & The Bat (PF) 5.95
Castle of the Bat 5.95
Dark Joker The Wild (HC) 24.95
Gotham By Gaslight (PF) 5.00
Holy Terror (PF) 4.95
In Darkest Knight (PF) JBi MWb B. Wayne becomes G. Lantern 4.95
Master of the Future (PF) 5.95

FULL CIRCLE (1991)
1 ADa MWb 1 Reaper 5.95

THE KILLING JOKE (1988)
1 BBo AMo Joker shoots Batgirl 15.00
1A 2nd print 7.00
1B 3rd print 5.00
1C-F 4th-7th print 3.00

KNIGHTFALL (1993)
TPB Vol. 1 reprints KF series 12.95
TPB Vol. 2 reps KF series 12.95

KNIGHTSEND (1995)
TPB reprints storyline 14.95

THE LAST ANGEL (1994)
TPB LMd ELu Batman becomes a villain, & Catwoman turns heroine to stop him 12.95

LONELY PLACE OF DYING (1990)
TPB reprints Batman #440-442, New Titans #60-61 ....3.95

MANY DEATHS OF BATMAN
TPB reps Batman #433-435 ....3.95

NIGHT CRIES
GN ACn 24.95

PENGUIN TRIUMPHANT (1992)
PF SoJOs 4.95

THE POISON TOMORROW (1992)
PF MNe DOn Green Arrow 5.95

RA'S AL GHUL
TPB 17.95

SEDUCTION OF THE GUN (1993)
1 VGi JOs 2.50

SON OF THE DEMON (1987)
HC JBi MWb Ra's Al Ghul 45.00
SC JBi MWb Ra's Al Ghul 9.95

SUNDAY CLASSICS
TPB 19.95
HC 75.00

TALES OF THE DARK KNIGHT
TPB 17.95

TALES OF THE DEMON
TPB rep classic Ra's Al Ghul stories ..17.95

TEN NIGHTS OF THE BEAST (1994)
TPB reprints #417-420 ....5.95

3-D GRAPHIC ALBUM (1990)
GN JBy JBy 9.95

VENGEANCE OF BANE (1993)
Special 1 GNo JOs 1. Bane 26.00
Special 1A 2nd print 7.50

YEAR ONE (1988)
HC Reprints 20.00
TPB Reprints 9.95

YEAR TWO (1990)
TPB Reprints 9.95

BATMAN: CHRONICLES
DC COMICS (1995-current)
1 BSt LWk CDi new Batman book, featuring multiple storylines 2.95

BATMAN FAMILY
DC COMICS (1975-1978)
1 NAd Robin,Batgirl 10.00
2-5 ....5.00
6 Joker 5.50
7-8 ....3.50
9 ....5.00
10 ....5.00
11-13 ....5.00
14 ....5.00
15-16 ....4.00
17 ....5.00
18-20 ....4.00

BATMAN: GOTHAM NIGHTS
DC COMICS (1992)
1-4 MMt JOs people of Gotham 1.25

BATMAN: GOTHAM NIGHTS
DC COMICS (1995)
1 MMt JOs sequel to "G. NiCHTS" 1.95
2-4 MMt JOs 1.95

BATMAN/GRENDEL: DEVIL'S RIDDLE
DC COMICS/COMICO (1993)
1 MWa PF,Riddler 4.95
2 MWa PF,Batman vs Grendel 4.95

BATMAN: JAZZ
DC COMICS (1995)
1 MBd GJo eerie happenings in Gotham's jazz scene 2.50
2 MBd GJo the Brotherhood of Bop 2.50
3 MBd GJo must save Blue Byrd 2.50

BATMAN/JUDGE DREDD: JUDGMENT ON GOTHAM
DC/FLEETWAY-QUAL (1991)
1 AFr JWa Batman,Judge Dredd, Scarecrow,Judge Death 7.00
1A 2nd print 5.95

BATMAN/JUDGE DREDD: THE ULTIMATE RIDDLE
DC/FLEETWAY-QUAL (1995)
1 CCr AGr/JWa duo takes on Xero and the Riddler 4.95

BATMAN/JUDGE DREDD: VENDETTA IN GOTHAM
DC/FLEETWAY-QUAL (1993)
1 CKe AGr/JWa Batman,J. Dredd, vs Ventriloquist 4.95

BATMAN: MITE
DC COMICS (1995)
1 KOn AGr Bat-Mite needs B. Overdog's help to stop Bane-Mite 4.95

BATMAN/PUNISHER: LAKE OF FIRE
DC COMICS/MARVEL (1994)
BKi DOn PF duo vs. Jigsaw in Gotham City 4.95

BATMAN: RIDDLER- THE RIDDLE FACTORY
DC COMICS (1995)
SC DTa MWa E. Nigma plots to expose Bruce Wayne 4.95

BATMAN: RUN RIDDLER RUN
DC COMICS (1992)
1-3 MBd GJo 4.95

BATMAN: SHADOW OF THE BAT
DC COMICS (1992-current)
0 BBi AGr Zero Hour aftermath 3.00
1 NBr AGr 1:Jeremiah Arkham 3.00
2-6 ....2.50
7-15 ....2.00
16 BBI AGr The God of Fear,p1, tie-in w/Knightfall,Scarecrow 3.00
17 BBI AGr p2,Knightfall tie-in 2.50
18 BBI AGr p3,Knightfall tie-in 2.50
19 BBI AGr Knightquest:The Crusade,p2 ....2.00
20 BBI AGr K'quest The Crusade 2.00
21-28 ....2.00
29 KnightsEnd,p2,Nightw'g,dbl sz 3.25
30 KnightsEnd,p8,Batman vs Batman, featuring Catwoman & N'twing 2.50
31 BBI AGr ZERO HOUR, Alfred dreams of becoming a detective 1.95
32 BBI AGr Two-Face 1.95
33 BBI AGr Two-Face starts not 1.95
34 BBI AGr Tally Man returns 1.95
35 The Troika,p2, embossed cover 2.95
35A regular cover edition 1.95
36 Black Canary guest stars 1.95
37 kidnappings, Joker 1.95
38 Batman & the Wild vs. Joker 1.95
39 Solomon Grundy 1.95
40 Anarky needs Batman's help 1.95
41 peril on a dirigible 1.95
42 rock star returns from dead 1.95
ANNUAL 1 ....3.50
ANNUAL 2 Elseworlds story 3.95

COLLECTOR'S SET
1 Issue #1,2 posters,Arkham Asylum pop-up & blueprints 6.50

BATMAN: SWORD OF AZRAEL
DC COMICS (1992-1993)
1 JQu DOn 1.Azrael 20.00
2 JQu DOn 15.00
3 JQu DOn 12.00
4 JQu DOn 12.00
TPB JQu DOn reprints mini-ser's 12.00
TPB (gold) 30.00

BATMAN: THE CULT
DC COMICS (1988)
1 BWr JSt 1 Deacon Blackfire 10.00
2 BWr JSt Brainwashed 8.00
3 BWr JSt Robin 8.00
4 BWr JSt D Deacon Blackfire 7.00
TPB reprints #1-4 ....14.95

BATMAN: THE DARK KNIGHT RETURNS
DC COMICS (1986)
1 FMi FMi future story 25.00
2 FMi FMi New Robin 12.00
3 FMi FMi D. Joker 7.00
4 FMi FMi vs Superman 5.00
HC reprints #1-4 ....45.00
HC (50) Press Proof 1,200.00
HC (3950) signed & numbered 275.00
SC reprints #1-4 ....12.95

BATMAN: TWO-FACE: CRIME AND PUNISHMENT
DC COMICS (1995)
SC SMd JDm Two-Face goes berserk 4.95

BATMAN: [illegible]
DC COMICS (1993)
1 PF,flip-bk. mini-series dealing w/ Golden & Modern Age Batman 4.95
2 ....4.95

BATMAN VS PREDATOR
DC COMICS, DARK HORSE (1991-1992)
1 Aku DGi PF,Batman cover, trading cards 6.00
1A PF,Predator cover 6.00
1B Newsstand, without trading cards 1.95
2 Aku DGi cards,PF, Predator vs Gordon 5.50
2A Newsstand 1.95
3 Aku DGi cards,PF, Batcave showdown 4.95
3A Newsstand 1.95
TPB reprints #1-3, w/artwork gallery 5.95

BATMAN VS. PREDATOR II: BLOODMATCH
DC COMICS/DARK HORSE (1994-1995)
1 PGu DMo lone Predator arrives in Gotham to challenge Batman 2.50
2 PGu DMo Batman & Huntress tangle w/Predator, Gordon lies in coma 2.50
3 PGu DMo more Predators arrive in Gotham 2.50
4 PGu DMo conclusion to mini-series 2.50

BATMAN: [illegible]
MAXIMUM PRESS (1995-current)
1 RLi BNa the Galactica is back- hopefully without that darn robot dog! 2.50

BATMAN: [illegible]
IMAGE (1994)
1-2 mini-series for hero 2.50

BEAUTY AND THE BEAST
MARVEL (1985)
1-4 Beast,Dazzler 2.00

BEAUTY AND THE BEAST
INNOVATION (1993)
1 Newsstand Edition 2.50
1A Deluxe Edition 3.95
2-7 ....2.50

BEAVIS AND BUTT-HEAD
MARVEL (1994-current)
1 RPk MLc MTV cartoon stars critique comics 7.00
2 RPk MLc fun in the morgue 4.00
3 RPk MLc fast food job 3.00
4-16 ....1.95
17 camcorder fun 1.95
18 Woodsuck- 3 days of peace, love and mayhem, B&B style 1.95
19 ....1.95

GREATEST HITS (1994)
TPB reprints #1-4 w/new material 12.95

HOLIDAZED AND CONFUSED (1995)
TPB reprints #10-14 ....12.95

TRASHCAN EDITION (1994)
TPB reprints #5-8 ....12.95

BIG GUY & RUSTY THE BOY ROBOT
DARK HORSE (1995-current)
1 GDa FMi limited series featuring robot duo fighting monsters in Tokyo 4.95

BISHOP
MARVEL (1994-1995)
1 1.Mountjoy; foil-stamped cvr 3.50
2 foil stamped cvr; new secrets 2.95
3-4 ....2.95

BLACK BAT
MARVEL (1994)
1-2 AWm TKa mini-series 1.50
3-4 AWm TKa/JCa 1.50

BLACK BEAR
IMAGE (1994)
PREVIEW ED. DFr limited edition 1.95

MAXIMUM PRESS (1995-current)
0 DFr/PAt info on team members 2.50
1 DFr action and adventure series....2.50
2-6 DFr 2.50

BLACK ORCHID

DC COMICS
MINI-SERIES (1988-1989)
1 DMk NGa O Black Orchid 6.50
2 DMk NGa Batman,Joker, Riddler,Poison Ivy 8.00
3 DMk NGa Swamp Thing 6.00
TPB reprints #1-3....19.95
SERIES (1993-1995)
1 JTh DFo 2.50
1A Platinum edition 15.00
2 JTh DFo 2.00
3 JTh DFo vs Logos 2.00
4 JTh DFo 1:Nick 1.95
5 JTh DFo Swamp Thing 1.95
6 JTh DFo in San Antonio,TX 1.95
7-16 RGu DFo 1.95
17 RGu DFo A Twisted Season,p1 ....1.95
18 Season,p2; Suzy learns secret of Horae's power over junkin 1.95
19-20 A Twisted Season,p3-4 ....1.95
21 A Twisted Season,p5 ....2.25
22 final issue 2.25
ANNUAL 1 Children's Crusade 3.95

BLOODSHOT

ACCLAIM/VALIANT (1992-current)
0 KVh O:Bloodshot,Eternal Warrior full chromium cvr by JOu 4.00
0A gold edition 15.00
1 Chromium cover,part of his O. 7.00
2 DPe KVh returns to NY,vs Ax 3.00
3 DPe KVh mob discovers Bloodshot's identity 3.00
4 DPe KVh Project:Rising Spirit revealed 3.00
5 Ras 3.00
6 1:Ninjak 4.00
7 DPe KVh Ninjak 3.00
8 MMo KVh Geoff the Geomancer 2.25
9-33 ....2.25
34 NBr KVh new foe born from B shot s nanite blood 2.50
35 NBr KVh battles evil "offspring" 2.50
36-37 MGr BAn voodoo 2.50
38 SCh BAn Rampage forms team of Villains to kill Bloodshot 2.50
39 SCh BAn showdown w/Rampage 2.50
YEARBOOK 1 MBi KVh love story....3.95
YEARBOOK 2 goes to South America 2.95

BLOODSTRIKE

IMAGE (1993-current)
1 ....2.95
2-10 ....1.95
25 Images of Tomorrow 1.95
11 x-over with Savage Dragon 1.95
12 no more team 1.95
13 ....2.50
14 Geist goes against Bloodstrike 2.50
15 War Games,p1, x-over w/Prophet 1.95
16 War Games,p2, x-over concludes 2.50
17 Geist and jagger 1.95
18 Extreme Sacrifice,p2; bgd w/card 2.50
19 sent to hunt down the Horde 2.50
20 Lily & Bailout join new team 2.50
21 Epiphany's Horde 2.50
22 showdown between Epiphany and Cabbot 2.50

BLOODSTRIKE: ASSASSIN

IMAGE (1995-current)
1 Bloodstrike marked for death 2.50
2 Lily faces tragedy 2.50

BLOOD SYNDICATE

DC COMICS (1993-current)
1 Direct Market,bagged 3.50
1A Newsstand 2.00
2-8 ....1.50
9 O:Blood Syndicate 1.50
10 Shadow War, spot varnished cvr,dbl sz 2.50
11-17 ....1.50
18-24 ....1.75
25 dbl sz 2.95
26-27 ....1.75
28 ....2.50
29 "Long Hot Summer", spc price 1.00
30 "Summer", Tech-9 returns 2.50

BOOKS OF MAGIC

CARTOON BOOKS (1991-current)
1 JSm 200.00
1A 2nd printing 15.00
1B 3rd printing 8.00
1C 4th printing 5.00
1D 5th printing 3.25
2 JSm 100.00
2A 2nd printing 10.00
3 JSm 80.00
3A 2nd printing 8.00
4 JSm 60.00
5 JSm 50.00
6 JSm 50.00
7 JSm 35.00
8 JSm 30.00
9 JSm 12.00
10 JSm 8.00
11-12 JSm 4.50
13-18 ....2.95
19 JSm Phoney the Dragon-Slayer! 2.95
20 JSm trek through the valley 2.95
BONE VOL ONE OUT OF BONEVILLE (1995)
HC reps #1-6 ....19.95
THE COLLECTED ADVENTURES (1993-1994)
Vol.1 SC reprints issues #1-6....12.95
Vol.2 SC reprints issues #7-12....12.95

BRAVURA

DC COMICS (MINI-SERIES, 1990-91)
1 JBo NGa 1,Tim Hunter, Phantom Stranger 8.00
2 SHm NGa John Constantine 9.00
3 CVe NGa Dr. Occult 7.00
4 PJo NGa Mister E 6.00
TPB 19.95
SERIES (1994-current)
1 JRe solo series for Tim Hunter 4.00
2 JRe vs Manticore 2.25
3 p3,Tim tries to save Faerie 2.25
4 Death guest stars 4.50
5 Tim gets new "guardian angel" 1.95
6 Sacrifices,p1 ....1.95
7 Sacrifices,p2,Tim must save his dad 1.95
8 p3, Tim faces evil future self 1.95
9-11 Artificial Heart, p1-3 ....1.95
12 Auberon searches for his soul 1.95

13 Tim's parentage revealed 2.50
14 Tim visits the Wobbly 2.50
15 ....2.50
16 journey into Hell 2.50
BINDINGS (1995)
TPB reprints #1-4 ....12.95

BRAVE AND BOLD

DC COMICS (1955-1983)
1 Viking Prince 1,750.00
2 ....550.00
3 ....325.00
4 ....325.00
5 Robin Hood 325.00
6-10 ....260.00
11-12 ....220.00
13-22 ....200.00
23 O:Viking Prince 260.00
24 ....200.00
25 1 Suicide Squad 500.00
26-27 Suicide Squad 240.00
28 MSk GFo 1:JLA, O:Snapper Carr 4,250.00
29 MSk GFo 2nd JLA 1,650.00
30 MSk GFo 3rd JLA 3,450.00
31 Cave Carson 250.00
32-33 Cave Carson 110.00
34 1&O: Silver-Age Hawkman 1,550.00
35 Hawkman 425.00
36 Hawkman 330.00
37 Suicide Squad 160.00
38 Suicide Squad 150.00
39 Suicide Squad, 1st 12issue 150.00
40-41 Cave Carson 90.00
42 Hawkman 240.00
43 O retold Hawkman 275.00
44 Hawkman 200.00
45-49 Strange Sports 35.00
50 Green Arrow 100.00
51 Aquaman,Hawkman 150.00
52 Sgt. Rock 85.00
53 Flash,Atom 35.00
54 1&O Teen Titans 180.00
55 Atom,Metal Men 22.00
56 Flash,John Jonzz 22.00
57 1:Metamorpho 100.00
58 Metamorpho 40.00
59 Batman 50.00
60 Teen Titans 60.00
61 Starman,Black Canary 50.00
62 Starman 50.00
63 Wonder Woman,Supergirl 15.00
64 Batman,Eclipso 50.00
65 Doom Patrol 15.00
66 Metal Men,Metamorpho 12.00
67 Batman 25.00
68 Batman 45.00
69 Green Lantern 20.00
70 Hawkman,Batman 20.00
71 Green Arrow 20.00
72 Spectre 15.00
73 Aquaman, Atom 15.00
74 Metal Men,Batman 15.00
75 Spectre,Batman 15.00
76 Plastic Man 15.00
77 Batman,Atom 15.00
78 Wonder Woman 15.00
79 NAd Deadman, Batman 32.00
80 NAd Creeper,Batman 28.00
81 Flash,Batman 25.00
82 Aquaman,Batman 25.00
83 Teen Titans 40.00
84 Sgt. Rock 25.00
85 Green Arrow 25.00
86 Deadman,Batman 25.00
87 Wonder Woman 15.00
88 Wildcat 15.00
89 Phantom Stranger 15.00
90 Adam Strange 15.00
91 Black Canary 15.00
92 Batsquad 15.00
93 NAd House of Mystery 26.00
94 Teen Titans 10.00
95 Plastic Man 10.00
96 Sgt. Rock 10.00
97 Wildcat 10.00
98 Phantom Stranger 10.00
99 Flash,Batman 10.00
100 NAd Green Arrow 28.00
101 Metamorpho 5.00
102 Teen Titans 10.00
103 Batman 5.00
104 Deadman 5.00
105 Wonder Woman 5.00
106 Green Arrow 5.00
107 Black Canary 5.00
108 Sgt. Rock 5.00
109 Demon 5.00
110 Demon 5.00
111 Joker Batman 12.00
112-117 100 Pgs,Batman 8.00
118 Joker,Batman 12.00
119 Man-Bat 4.00
120-121 Batman 4.00
122 Swamp Thing 4.00
123-124 Batman 4.00
125 Flash 4.00
126 Aquaman 4.00
127-128 Batman 4.00
129-130 Green Arrow,Joker 12.00
131 Wonder Woman,Catwoman 4.00
132-139 ....4.00
140 Wonder Woman 4.00
141 Black Canary,Joker 10.00
142 Batman 4.00
143 O:Human Target 4.00
144-146 Batman 4.00
147 Supergirl 4.00
148 Plastic Man 4.00
149 Teen Titans 4.00
150 Superman (mystery hero) 4.00
151-165 ....4.00
166 Black Canary,1:Nemesis 4.00
167 Batman 4.00
168-178 Batman 4.00
174 Green Lantern 4.00
175 Lois Lane 4.00
176 Swamp Thing 4.00
177-178 Batman 4.00
179 Legion,Batman 4.00
180 Spectre 4.00
181 Hawk & Dove 4.00
182-190 Batman 4.00
191 Joker Batman 9.00
192 Batman 4.00
193 D:Nemesis 4.00
194 Flash 4.00
195-198 Batman 4.00
199 Spectre 4.00
200 1:Outsiders,final issue 8.00
MINI-SERIES (1991-1992)
1-6 SAp MGr/MBo Butcher, Green Arrow,Question 1.75

BRAVURA

MALIBU (1993-1994)
1 GPe bookend for major Ultraverse crossover event 3.00
1A Ultra-limited/foil edition 10.00
2 GPe heroes converge upon moon, vs Quattro,Warstrike vs Wrath 2.50

BREED

MALIBU (1994)
1 JSt O'Breed (Raymond Stoner), first bk under Bravura imprint 3.50
1A newsstand ed, variant cvr, bgd. 2.95
2-6 JSt 2.75
TPB reprints mini-series w/special features; comes bagged w/Bravura Gold "Hot" Stamp 12.95
'BREED II (1994-1995)
1-6 JSt 2.95

BRIGADE

IMAGE (1993)
0 RLd story of how team was formed,Battlestone vs Yblood & Shaft,Emp 1.95
MINI-SERIES (1992-1993)
1 MMv RLd 1:Brigade 4.00
1A limited ed..gold foil cover 10.00
1B Limited ed. gold foil signed 15.00
2 With coupon 3.00
2A Without coupon 1.00
3 ....1.95
4 ....2.50
REG SERIES (1993-current)
1 ....1.95
2 Mini-cote cover 2.95
3-10 ....1.95
25 Images of Tomorrow book 1.95
26 Images of Tomorrow book 1.95
11 Brigade vs. WildC.A.T.s. 2.50
12 Battlestone & Emp team up 2.50
13 Will Thermal betray team? 1.95
14 Battlestone's fateful choice 1.95
15 aftermath of deaths: R. Roman & Birds of Prey 1.95
16 Extreme Sacrifice,p3; bgd w/card 2.50
17 Troll must organize team 2.50
18 the Shape 2.50
19 secret of the Shape revealed 2.50
20 Alien Cult Saga concludes 2.50
21 RCr MWo ShadowHawk 2.50
22 RCr MWo Supreme Ap'lypse,p4 ....2.50
SOURCEBOOK 1 team secrets 2.95

CABLE

MARVEL
LIMITED SERIES (1992)
1 RJ FNi 3.50
2 RJ FNi 2.50
SERIES (1993-current)
1 ....4.00
2-4 ....2.00
5 FNi Six Pack vs Executive Elite 2.00
6-8 FNi O:Cable 2.50
9-15 FNi 2.00
16 final showdown with Phalanx,guest starring Logan,Scott & Jean; dbl sz, with prismatic foil-stamped cvr 5.00
16A regular cover 2.50
17 deluxe ed, glossy stock paper 1.95
17A reg edition 1.50
18 deluxe ed, glossy stock paper 1.95
18A reg edition 1.50
19 deluxe ed, glossy stock paper 1.95
19A reg edition 1.50
20 deluxe ed. glossy stock; X-Men, Legion; w/ card 3.00
20A reg edition, no card 1.50
becomes X-Men for four issues
21 new threat looms 1.95

BATMAN #520 Bats searches high and low for the killer Black Mask, but can't find him, while Bullock finally lands a date, only to have her shot to death in front of him. Unlucky in love, eh, Harv?

WIZARD PRICE GUIDE

22 battles Fortress ... 1.95
23 secrets of Rene ... 1.95

TRADE PAPERBACK

SC rep New Mutants #87-94 ... 15.95

CADILLACS & DINOSAURS

EPIC/MARVEL (1990-1991)

1-6 rep "Xenozoic Tales" ... 2.50

3-D

KITCHEN SINK (1992)

1 MSh reprints stories from Xenozoic Tales #6,7 ... 3.95

TOPPS (1994-current)

1 DGi RTh based on earlier series & anim'd ser's,foil-enhanced cvr ... 2.95
1A newsstand ed.,DGi cvr ... 2.50
2 DGi RTh w/poster ... 2.50
2A newsstand version ... 2.50
3 DGi RTh Felicia's dad is found, w/poster ... 2.50
3A DGi RTh newsstand edition ... 2.50

MAN-EATER (1994)

1 Sam Kieth cvr ... 2.50
1A newsstand ed,reg cover ... 2.50
2 Sam Kieth cvr ... 2.50
2A newsstand ed,reg cover ... 2.50
3 Sam Kieth cover ... 2.50
3A newsstand ed,reg cover ... 2.50

THE WILD ONES (1994-1995)

1-3 EMr RTh ... 2.50

CALIBER PRESENTS

CALIBER PRESS (1989-1991)

1 TVi 1: The Crow ... 110.00
2 TVi ... 9.00
3-14 ... 2.00
15 The Crow ... 25.00
16-24 ... 2.00
Christmas Special A: Crow ... 22.00
Summer Special ... 3.95

CAPTAIN AMERICA

MARVEL (1968-current)

previously *Tales of Suspense*

100 JKi ... 275.00
101 JKi ... 75.00
102 JKi ... 40.00
103 JKi SLe vs Red Skull ... 40.00
104 JKi SLe Red Skull,Nick Fury ... 40.00
105 JKi SLe Swordsman,Batroc, Living Laser ... 40.00
106 JKi SLe vs Steve Rogers Android ... 40.00
107 JKi SLe Dr Faustus ... 40.00
108 JKi SLe Trapster ... 40.00
109 JKi SLe Origin retold ... 55.00
110 JSe SLe 1:Rick Jones as Bucky,vs Hulk ... 55.00
111 JSe SLe vs HYDRA ... 55.00
112 ... 25.00
113 JSe SLe Avengers,N Fury ... 55.00
114-115 ... 20.00
116 1st 15¢ issue ... 18.00
117 1:Falcon ... 65.00
118-121 ... 16.00
122-136 ... 12.00
137 Spider-Man ... 15.00
138 Spider-Man ... 15.00
139-140 ... 10.00
141-143 ... 6.00
144 JRo GFr Cap and Falcon split up,1:Falcon's new costume ... 10.00
145-153 ... 6.00
154 Jack Monroe ... 7.00
155-171 ... 6.00
172 X-Men (original) ... 15.00
173 SBu SEn X-Men vs SHIELD ... 15.00
174 SBu SEn X-Men vs Secret Empire ... 15.00
175 SBu SEn X-Men vs Secret Empire ... 15.00
176 ... 6.00
177 SBu SEn Falcon vs Lucifer ... 6.00
178-179 ... 6.00
180 1:Nomad ... 10.00
181-182 ... 6.00
183 ... 6.00
184-199 ... 6.00
200 JKi JKi D:RFA,anniv ... 6.00
201-240 ... 4.00
241 FSp MWb vs Punisher ... 30.00
242-246 ... 4.00
247-254 JBy RSt ... 4.00
255-260 ... 3.00
261 MZe JDm 1:Nomad II ... 5.00
262-281 ... 3.00
282 MZe JDm 1:Jack Monroe as Nomad,SHIELD,HYDRA ... 9.00
282A 2nd print ... 1.75
283 MZe JDm Nomad,SHIELD ... 4.00
284 SBu JDm Nomad,Patriot ... 3.00
285 MZe JDm D:Jeff Mace ... 3.00
286 MZe JDm Deathlok ... 5.00
287-288 MZe JDm Deathlok,future ... 5.00
289-299 ... 3.00
300 PNe JDm D Red Skull ... 3.00
301-331 ... 3.00
332 TMo MGn Q:Steve Rogers as Captain America ... 12.00
333 TMo MGn 1:Johnny Walker as Captain America II, Freedom Force ... 10.00
334-349 ... 3.00
350 KDw MGn giant size,Steve Rogers defeats Johnny Walker and returns as Captain America ... 6.00
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355-363 ... 2.00
364 KDw MGn Kingpin ... 2.00
365-382 ... 2.00
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384 ... 2.00
385 RLe MGn ... 2.00
386 RLe MGn ... 2.00
387 RLe MGn Superia Stratagem, p1, 1:Captain Germany ... 2.00
388 RLe MGn p2,Paladin ... 2.00
389 RLe MGn p3,Paladin,Avengers, 1.Cap Germany (in costume) ... 2.00
390 RLe MGn p4,1.Time Spirit ... 2.00
391-395 ... 2.00
396 RLe MGn 1:Blackwing, 1:Jack O'Lantern II,Thor ... 2.00
397 RLe MGn Jack,Blackwing ... 2.00
398 RLe MGn Galactic Storm ... 2.00
399 RLe MGn Galactic Storm ... 2.00
400 RLe MGn triple size,reprints Avengers#4,O:Diamondback, O:Crossbones,Galact.Storm ... 3.00
401 RLe MGn epilogue to G.Storm ... 1.50
402 RLe MGn Man & Wolf, p1, Wolverine ... 1.50
403 RLe MGn p2,Wolverine ... 1.50
404 RLe MGn p3,vs Wolverine ... 1.50
405-417 ... 1.25
418 vs Night People of Zero Street ... 1.25
419 RLv MGn Silver Sable,vs Viper ... 1.25
420 RLv MGr vs Blazing Skull, Faustus Affair,bagged w/Dirt magazine ... 2.95
420A w/o Dirt magazine ... 1.25
421 Faustus Affair ... 1.25
422 new headquarters ... 1.25
423 Namor runs wild,WW II story ... 1.25
424 Cap's new HQ,Sidewinder ... 1.25
425 DHo MGr Fighting Chance begins,foil-emb'd cvr,dbl sz. ... 3.50
425A newsstand ed.,regular cvr ... 1.75
426 DHo MGr Fight'g Chance,p2 ... 1.25
427 DHo MGr Fight'g Chance,p3 ... 1.50
428 DHo MGr p4,vs Americop ... 1.50
429 DHo MGr Americop,p1 ... 1.50
430 DHo MGr Americop vs. Damon Dran ... 1.50
431 DHo MGr Free Spirit ... 1.50
432 DHo MGr Fighting Chance ... 1.50
433 DHo MGr Baron Zemo ... 1.50
434 DHo MGr Cap & Free Spirit go after King Cobra ... 1.50
435 DHo MGr Chance,p11 ... 1.50
436 DHo MGr Chance concludes, do-or-die time for Cap ... 1.50
437 DHo MGr Cap's in a coma, & Tony Stark designs new armor for him ... 1.50
438 DHo MGr Dawn's Early Light,p1, Cap in new exo-armor ... 1.50
439 DHo MGr Early Light,p2 ... 1.50
440 DHo MGr Taking A.I.M., p1 ... 1.50
441 DHo MGr Taking A.I.M., p3 ... 1.50
442 DHo MGr teams with Batroc ... 1.50
443 DHo MGr Cap has 24 hrs to live 1.50
ANNUAL 1 rep Tales of Suspense #59,61,62 ... 20.00
ANNUAL 2 ... 10.00
ANNUAL 3-4 ... 6.00
ANNUAL 5 GCo DM Deathwatcher ... 6.00
ANNUAL 6 ... 2.50
ANNUAL 7 1&O: Kubik ... 2.50
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ANNUAL 10 MMn DCh Von Strucker Gambit,O:Bushmaster, Nomad backup story ... 3.00
ANNUAL 11 ... 2.25
ANNUAL 12 1:Battling Bantam, bagged w/card ... 2.95
ANNUAL 13 vs Red Skull ... 2.95
GIANT SIZE 1 ... 5.00
ASHCAN ... 0.75

BLOODSTONE HUNT

TPB KDw MGn reprints #357-364,foil-embossed cvr ... 15.95

DRUG WARS

1 vs Tzin,anti-drug book ... 2.00

GOLDEN AGE SET

HC ... 75.00

THE MEDUSA EFFECT

SC vs Baron Zemo,w/Bucky ... 2.95

MOVIE ADAPTATION (1992)

PF BHl SLe ... 3.50

SPECIAL EDITIONS (1984)

1 rep Captain America #110,111 ... 2.75
2 rep Captain America #113, SHIELD back up story ... 2.75

STREETS OF POISON (1994)

TPB reprints #372-377 ... 15.95

WAR & REMEMBRANCE (1990)

TPB ... 12.95

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CAPTAIN AMERICA & BATMAN

MARVEL (1995)

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DC COMICS (1987-1991)

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CASEY JONES & RAPHAEL SPECIAL

MIRAGE (1994)

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LIGHTNING (1995-current)

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DC COMICS

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TPB A 2nd printing, unsigned ... 17.00

WOMEN (1994)

TPB reprints #163-174 ... 17.00

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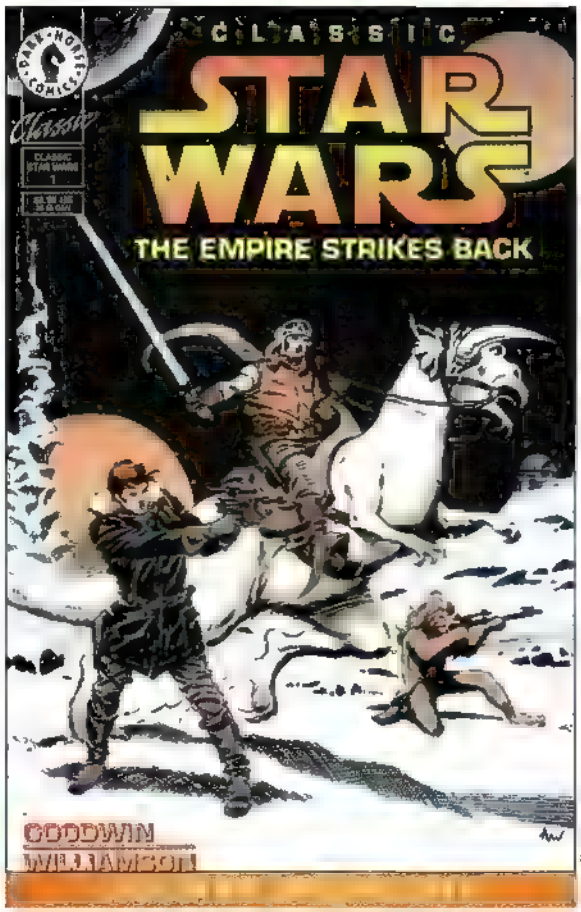

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ACCLAIM/WINDJAMMER (1995-current)
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325 SMd DCh p6,finale,w/poster ... 2 75
326 SMd DCh Tree of Knowl.,p1 ... 2 00
327 SMd DCh Tree of Knowl.,p2 ... 2.00
328 SMd DCh p3,I. Fist,Cap. Am ... 1 50
329 Gambit,vs Hydra Strikeforce ... 1 50
330 Tree of Knowledge ... 1 50
331 Cap Am,Baron Strucker,Hydra ... 1 50
332 Tree,cond'n.,Cap Am,Gambit ... 1.50
333 TGg GWr battle in the sewers ... 1.50
334 TGg GWr sewer dwellers ... 1 50
335 TGg GWr returns to Underg'nd 1.50
336 TGg GWr teams w/Demolisher ... 1 50
337 TGg GWr clashes w/Kingpin ... 1.50
338 Wages of Sin,p1, DD's friends become targets of attacks ... 1 50
339 Wages of Sin,p2 ... 1 50
340 Wages of Sin,p3 ... 1.50
341 Kingpin betrays Kruel ... 1 50
342 Kingpin back on top ... 1 50
343 "Film Noir" style tale ... 1 50
344 someone's after Daredevil ... 1 95
GIANT SIZE 1 rep. DD Ann #1 ... 10.00
SPECIAL 1 GCo SLe Electro ... 28 00
SPECIAL 2 rep. DD #10,11 ... 8 00
SPECIAL 3 rep. DD #16,17 ... 6.00
ANNUAL 4 GTu CCl Namor, B. Panther,1:Mind-Master ... 5 00
ANNUAL 4A Atlantis Attacks (cover error-should be #5) ... 5 00
ANNUAL 6 Lifeform ... 3 50
ANNUAL 7 Von Strucker ... 2 00
ANNUAL 8 MWy GWr 1:Crippler, System Bytes,p1 ... 2.25
ANNUAL 9 MFc GWr 1:Devourer, polybagged w/card ... 2 95
ANNUAL 10 Shang-Chi ... 2 95

DAREDEVIL BODY

MARVEL

BLACK WIDOW: THE COLDEST WAR (1990)

CN ... 9 95

BORN AGAIN

TPB FM DD vs Kingpin ... 9 95

DAREDEVIL/BLACK WIDOW ABATTOIR

SC JCd JSt vs psychopaths ... 14 95

DAREDEVIL/PUNISHER CHILD'S PLAY

1 Prestige Format ... 4 95

FALL FROM GRACE (1994)

TPB reprints story arc, 12 new pgs ... 19 95

GANG WAR

TPB rep DD #169-172,180 ... 12.95

LOVE & WAR (1986)

GN FMi ... 9 95

MARKED FOR DEATH (1990)

TPB rep DD#159-164 ... 9 95

DAREDEVIL: THE MAN WITHOUT FEAR

MARVEL (1993-1994)

1 JR, FMi DD's past ... 6.00
2 JR, FMi ... 5.00
3 JR, FMi relationship w Elektra ... 4.00
4 JR, FMi confronts the Kingpin ... 4.00
5 JR, FM ... 4.00
TPB collects #1-5 ... 15.95

CONTINUUM

CONTINUUM (1992)

1 MBr JNa ... 4.00
2-4 ... 2.50
'92 San Diego Con ... 10.00
'93 San Diego Con ... 6.00

2ND SERIES (1993-1994)

1 red foil BSe cover ... 3.50
2 ,St ... 3.00
3 GPe cover ... 2.50
4 Foil GPe cover,3 trading cards ... 2.50
5-7 GPe cvrs ... 2.50

AUGUST HOUSE (formerly Continuum) (1995-current)

1 The Dark regains his memory ... 2 50
1A signed & numbered, foil cvr ... 2 50
2-4 ... 2 50
5 ... 2.50

IMAGE

IMAGE (1993-current)

1 ... 2 75
1A Black and white ... 10.00
1B Gold ... 15.00
ASHCAN 1 ... 3.00

MARVEL

MARVEL (1991-1995)

1 MMn DFi 1&O:Darkhawk, Hobgoblin ... 4.00
2 MMn DFi Hobgoblin,Soldev ... 2 00
3 MMn DFi Hobgoblin,Soldev ... 2.00
4-9 MMn DFi ... 2 00
10 MMn DFi Heart of the Hawk p1 ... 2 00
11 MMn DFi p2,Tombstone ... 2 00
12 MMn DFi p3,Tombstone ... 2 00
13 MMn DFi p4 Venom ... 2.00
14 MMn DFi p5,venom ... 2 00
15-49 ... 1 25
50 TSm DFi dbl-sz. final issue ... 2 00
ANNUAL 1 MMn DFi vs Iron Man. Assault on Armor City,p1 ... 2 00
ANNUAL 2 GCo DFi 1:Dreamkiller,bagged w/card ... 2.00
ANNUAL 3 DFi vs Damek ... 2.00

DARK HORSE

DARK HORSE (1992-1994)

1 ... 3 50
2 7 ... 2 50
8 1 X ... 15 00
9 2nd X appearance ... 9 00
10 3rd X appearance ... 5 00
11 AAd cover ... 2 50
12 Aliens;Predator special ... 2 50
13 KPl NVo Colonial Marines ... 2 50
14 The Mark p1 ... 2 50
15 The Mark p2,Aliens:Cargo,p1 ... 2 50
16 Predator The Hunted City ... 2.50
17 Alien Star Wars Droids,Pred'r ... 2 50
18 Alien p2 Dr's p2 Pred cond'n ... 2 50
19-22 ... 2.50
23-24 Aliens:Mondo Pest,p2-3 ... 2.50
25 Last issue, James Bond story ... 2 50

DARK HORSE COMICS

DARK HORSE (1994)

1 3 ... 2 50

© Joseph Michael

DARK HORSE PRESENTS

DARK HORSE (1986-current)

1 1:Concrete ... 18 00
1A 2nd print ... 3 00
2 Concrete ... 10 00
3 Concrete ... 7 00
4 Concrete ... 6 50
5-6 Concrete ... 5 50
7 ... 3 75
8 Concrete ... 5 00
9 ... 3.75
10 1:Masque (9/87) ... 15 00
11 Masque (later called Mask) ... 10 00
12 Concrete,Masque ... 10 00
13 Masque ... 10.00
14 Concrete;Masque ... 10 00
15 Masque ... 10 00
16 Concrete;Masque ... 10 00
17 ... 3.75
18 Concrete;Masque ... 10 00
19 Masque ... 10 00
20 Masque;Flaming Carrot,dbl sz ... 10 00
21 Masque (8/88) ... 10 00
22 1:Duckman ... 4.00
23 ... 3 25
24 1:Aliens ... 25 00
25-27 ... 2 50
28 ... 3 25

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IF YOU MISSED

BONE #19 News from the South is that Rat-Creature armies are on their way, so Gran'ma Ben prepares Thorn and Fone for their journey to somewhere safer.

WIZARD PRICE GUIDE

29-31 ... 2.50
32 ... 4.00
33 ... 2.50
34-36 Aliens vs Predator ... 9.00
36A Painted Cover ... 10.00
37-41 ... 2.50
42-43 Aliens ... 3.75
44-45 ... 2.50
46 Predator ... 3.00
47 ... 2.50
48-50 ... 2.25
51-53 FMr Sin City ... 3.00
54 FMr Sin City, JBy JBy 1:Next Men ... 8.00
55 FMr JBy Sin City,Next Men ... 6.00
56 FMr JBy Sin City,Next Men ... 5.00
57 FMr JBy Sin City,Next Men ... 5.00
58-84 ... 2.25
85 tale of ancient Japan ... 2.50
86 A Breath of Fresh Air ... 2.50
87 ... 2.50
88-90 MMr Hellboy ... 2.50
91 MMr Hellboy ... 2.50
92 Too Much Coffee Man discusses coffee hell ... 6.00
93 Too Much Coffee Man ... 6.00
94 Eyeball Kid ... 2.50
95 T.M. Coffee Man gets creamed! ... 6.00
96 A Pot Full of Noodles ... 2.50
97-98 Noodles,p2-3 ... 2.50
99 "The Crack" by JDe & S.Oakley ... 2.50

DARK HORSE PRESENTS: ALIENS (1992)

1 reprints ... 4.95
1A platinum edition ... 10.00

DARK SHADOWS

GOLD KEY (1969-1976)

1 w/poster attached ... 175.00
1A w/o poster ... 60.00
2 ... 95.00
3 w/poster attached ... 100.00
3A w/o poster ... 60.00
4-7 ... 64.00
8-12 ... 44.00
13-24 ... 30.00
25-35 ... 25.00
DIGEST SPECIAL photo cvr ... 55.00

DARKSTARS

DC COMICS (1992-current)

0 history of the Darkstars revealed ... 1.95
1 LSt MFr ... 4.00
2 LSt MFr ... 3.00
3-4 TCh MFr ... 3.00
5-6 ... 2.75
7-8 ... 2.00
9-21 ... 1.75
22-30 ... 1.95
31-33 ... 2.25
34 Siege of Zi-Charam, p3 ... 2.25

DAWN

SIRIUS (1995-current)

1 JLu mini-series for Dawn ... 2.95

DAZZLER

MARVEL (1981-1986)

1 JRj TDe X-Men,O:Dazzler ... 3.00
2 WSi TDe X-Men ... 2.25
3-37 JRj TDe ... 1.50
38 X-Men, Wolverine ... 2.50
39-42 ... 1.75

DC COMICS PRESENTS

DC COMICS (1978-1986)

1 Superman,Flash ... 3.00
2 Flash ... 1.25
3-12 ... 1.25
13 Superman,Legion of S. Heroes ... 1.25
14-25 ... 1.25
26 1:New Teen Titans ... 10.00
27-40 ... 1.25
41 Joker,I:New Wonder Woman ... 5.00
42-76 ... 1.25
77-78 Animal Man ... 5.00
79-84 ... 1.25
85 Swamp Thing ... 4.00
86-88 Crisis ... 1.50
89-93 ... 1.25
94 Crisis ... 1.50
95-96 ... 1.25
97 final issue,dbl sz,Phantom Zone ... 1.75
ANNUAL 1 Superman ... 2.00
ANNUAL 2 Superwoman ... 1.25
ANNUAL 3 Captain Marvel ... 1.25
ANNUAL 4 Superwoman ... 1.25

DC SUPERNAT

DC COMICS (1968-1977)

1 Carmine Infantino issue ... 10.00
2-14 ... 7.50
15 reprints Police Comics #1 ... 15.00
16-29 ... 5.00

DC UNIVERSE: TRINITY

DC COMICS (1993)

1-2 GJo ... 2.95

DEADLY FOES OF SPIDER-MAN

MARVEL (1991)

1 AM DFi Sinister Syndicate ... 4.00
2-4 AMi DFi ... 3.00
TPB collects entire series ... 12.95

DEADMAN

DC COMICS (1985)

1 reprints ... 5.00
2-7 reprints ... 2.75

MINI-SERIES (1986)

1-4 ... 2.00

EXORCISM (1992)

1-2 ... 4.95

LOVE AFTER DEATH (1989-1990)

1 ... 3.50
2 ... 3.00

DEADMAN: BOOT TO HILL

DC COMICS (1995)

TPB collects "Exorcism" and "Love After Death" ... 19.95

DEADPOOL

MARVEL (1993)

1 JMd FNi embos'd/debos'd cvr ... 4.50
2 JMd FNi vs Jug'naut,T. Cassidy ... 3.50
3 JMd FNi 1:Executive Elite, origin secrets revealed ... 3.50
4 JMd FNi vs Slayback ... 2.50

2ND MINI-SERIES (1994)

1-4 JCh MWd ... 2.50

DEADSHOT

DC COMICS (1988-1989)

1 O:Deadshot ... 2.00
2-4 O:Deadshot ... 1.50

DEATHBLOW

IMAGE (1993-current)

1 JLe black varnish cover ... 3.00
2-5 ... 2.50
5A variant cover ... 12.00
6-10 ... 1.95
11-15 ... 2.50
16 WildStorm Rising, p6, includes 2 cards ... 2.50
16A newsstand edition, no cards ... 1.95
17 protects tabloid reporter ... 2.50
18 must rescue reporter from Island ... 2.50
ASHCAN 1 D'BLOW/CYBERNARY ... 8.00

DEATH: SALIERI

DC COMICS (1994)

1 various pictorial depictions of Death,from Sandman,NGa intro ... 4.00

DEATHLOK

MARVEL

MINI-SERIES (1990)

1 JGu DMc/CWr 1&O:New Deathlok ... 4.00
2 JGu DMc/GWr Nick Fury ... 3.00
3-4 DCw DMc/GWr ... 3.00

SPECIAL (1991)

1-4 reprints mini-series ... 2.00

REGULAR SERIES (1991-1994)

1 DCw DMc O:Deathlok ... 2.00
1A 2nd print ... 1.25
2 DCw DMc Dr. Doom,Forge ... 1.25
3-12 DCw DMc ... 1.25
13-16 DCw DMc ... 1.25
17 WMc GWr Cyberwar,p1 ... 1.25
18 WMc GWr p2 Silver Sable ... 1.25
19 WMc GWr p3,I:Siege. S. Sable,metallic ink cover ... 1.25
20 WMc GWr p4 ... 1.25
21 WMc GWr p5 D'lok finds his human body N. Fury ... 1.25
22-24 WMc DMc B. Panther ... 1.25
25 WMc DMc holo-grafx foil cvr,B. Panther ... 1.25
26-34 KKo GWr ... 1.25
ANNUAL 1 I:Timestream ... 2.50
ANNUAL 2 bagged w/card ... 2.95

DEATHMARK

LIGHTNING (1994-current)

1 Deathmark sent to kill War Party ... 2.75

DEATHMATE

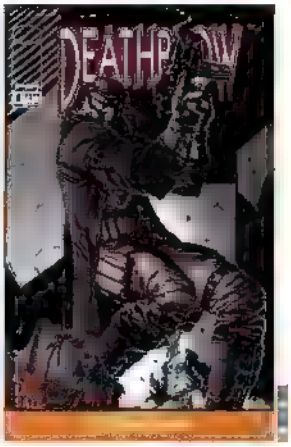
IMAGE/VALIANT (1993-1994)

PROLOGUE: JLe BLa major x-over btw Image & Valiant begins, Solar meets Void,foil-enh'd cvr ... 2.95
BLACK: WildC.A.T.s/H.A.R.D Corps Ripclaw, WarBlade, X-O Manowar,Turok,1:Gen13 ... 7.50
BLACK (gold edition) ... 20.00
YELLOW: various cover stories ... 4.00
YELLOW (gold edition) ... 10.00
BLUE: various crossover stories ... 4.00
BLUE (gold edition) ... 10.00
RED: various crossover stories ... 5.00
RED (gold edition) ... 10.00
EPILOGUE: Solar,Supreme,Darque, Dr. Eclipse & Lord Fate team up ... 2.95
EPILOGUE (gold edition) ... 10.00
TOUR BOOK ... 7.00

DEATH OF CAPTAIN MARVEL

MARVEL (1994)

PF reprints graphic novel ... 7.95



DEATH'S HEAD

MARVEL (1988-1989)

1 ... 7.00
2-10 ... 3.50
TPB ... 12.95

DEATH'S HEAD II

MARVEL (1992)

1 LSh DAt 1:Minion,D:Death's Head. Minion becomes Death's Head ... 4.00
1A 2nd print,Silver cover ... 1.50
2 LSh DAt Death's Head II vs FF,1:Baron Strucker V ... 3.00
2A 2nd print,Silver cover ... 1.50
3 LSh DAt Tuck,Baron Strucker V 1:Charnel ... 4.00
4 LSh DAt future Avengers, D:Charnel,D:future Avengers ... 3.00

REG. SERIES (1992-1993)

1 LSh DAt ... 2.00
2-5 ... 1.75
6-18 ... 1.75

DEATH'S HEAD II & DIE-CUT (1993)

1 MGz GDk I:Die-Cut, foil-emb'd logo on cvr ... 2.95
2 JRy GDk true extent of D-C's powers revealed ... 1.75

QUARTERLY SERIES

1 quarterly,Prof. X,gold foil cvr ... 3.95

DEATHSTROKE

DC COMICS (1995-current)

previously *Deathstroke the Hunted*

46 SCl/OCa MWo captured by the Checkmate organization ... 1.95
47 SCl/OCa MWo new Vigilante ... 1.95
48 SCl/OCa MWo New Titans ... 2.25
49 SCl MWo Crimelord/Syndicate War concludes ... 2.25
50 double-sized issue ... 3.50
51 Rose Wilson sees the future ... 2.25
ANNUAL 4 The Ravager & Vigilante ... 3.95

DEATHSTROKE THE HUNTED

DC COMICS (1994-1995)

previously *Deathstroke the Terminator*

0 SCl MWo Slade becomes fugitive ... 1.95
41-45 SCl MWo ... 1.95

becomes *Deathstroke*

DEATHSTROKE THE TERMINATOR

DC COMICS (1991-1994)

1 SEr MWo O:Deathstroke 1:Ravager II,"Full Circle" ... 6.00
1A 2nd print ... 1.75
2-3 SEr MWo Full Circle,p2-3 ... 4.00
4-6 SEr MWo ... 2.00
7-11 ... 2.00
12-37 ... 1.75
38-40 ... 1.95
ANNUAL 1 ... 3.50
ANNUAL 2 Bloodlines,p18, 1:Gunfire ... 3.50
ANNUAL 3 Elseworlds story ... 3.95

FULL CIRCLE

TPB ... 12.95

becomes *Deathstroke the Hunted*

DEATH: THE HIGH COST OF LIVING

DC COMICS (1993)

1 CBc NGa ... 8.00
1A platinum ... 15.00
2-3 CBc NGa ... 5.00
3A replacement book (no cover price) ... 3.00
HC reprints entire series ... 19.95
TPB reprints entire series ... 12.95

DEFENDERS

MARVEL (1972-1986)

1 SBu SEn Hulk,Dr. Strange, Sub-Mariner ... 60.00
2 SBu SEn J.Silver Surfer ... 30.00
3 SBu SEn The Nameless One ... 20.00
4 SBu SEn J.Valkyrie ... 20.00
5 SBu SEn O-Valkyrie ... 20.00
6 SBu SEn Cyrus Black ... 15.00
7 SBu SEn Hawkeye,Red Ghost ... 15.00
8 SBu SEn Evil Eye p1 ... 15.00
9 SBu SEn p3,vs Iron Man, x-over with Avengers #116 ... 15.00
10 SBu SEn p5, Thor vs Hulk, x-over with Avengers #117 ... 20.00

11 SBu SEn p7, Black Knight III, x-over with Avengers #118 ... 9.00
12 ... 9.00
13 J:Nighthawk ... 9.00
14 O:Hyperion ... 9.00
15 SBu LWe Professor X,Magneto, Brotherhood of Evil Mutants ... 20.00
16 SBu LWe Professor X,Magneto, Brotherhood, 1.Alpha ... 12.00
17-18 SBu LWe Luke Cage ... 7.00
19 SBu CCI Luke Cage ... 7.00
20 SBu SGe Thing,Enchantress ... 7.00
21 SBu SGe O:Headmen ... 6.00
22 SBu SGe Sons of the Serpent ... 6.00
23-25 SBu SGe ... 6.00
26 SBu SGe O:Guardians of the Galaxy ... 10.00
27-29 SBu SGe Guardians ... 10.00
30-60 ... 5.00
61 Spider-Man ... 6.50
62-75 ... 4.00
76-95 ... 3.00
96 DPe JDm Ghost Rider ... 6.00
97-99 DPe JDm ... 2.00
100 DPe JDm Silver Surfer ... 3.00
101-103 ... 2.00
104 J:Beast ... 2.00
105 ... 2.00
106 D: Nighthawk ... 3.00
107-124 ... 2.00
125 DPe JDm Angel,Iceman,Valkyne, Beast,others form "The New Defenders" (title changes) ... 3.00
126-149 ... 2.00
150 ... 3.00
151 ... 2.00
152 DPe PGe Secret Wars ,dbl sz, vs Dragon of the Moon ... 3.00
Giant-Size 1 ... 10.00
Giant-Size 2 ... 6.00
Giant-Size 3-5 ... 5.00

THE DEMON

DC COMICS (1972-1974)

1 Art: Jack Kirby (all issues) 1:Jason Blood,Merlin,Demon ... 25.00
2-6 ... 10.00
7-16 ... 8.00

2ND SERIES (MINI) (1987)

1 MWa MWa O:Demon ... 4.00
2 MWa MWa the book ... 3.00
3-4 MWa MWa ... 1.75

3RD SERIES (1990-1995)

0 Jason learns truth about relationship with the Demon ... 1.95
1 VSe AGr Jason Blood in Hell ... 5.00
2 VSe AGr O:Etrigan, 1 Demon's Mother ... 4.00
3-20 VSe AGr ... 2.00
21-31 ... 1.50
32-40 ... 1.75
41 KAt KAt written/drawn by producer of Batman: Anim. Series,Jason Blood K'napped ... 2.00
42-47 JMr GEn ... 1.75
48-49 ... 1.95
50 Dbl size, 16th century tale ... 2.95
51-57 ... 1.95
58 final issue, final battle ... 1.95
ANNUAL 1 ... 3.00
ANNUAL 2 Bloodlines,p20,1:Hitman 3.50

THE DESTROYER

VALIANT (1994)

0 MMn KVh goes off on p'wer quest 2.95

DESTROYER DUCK

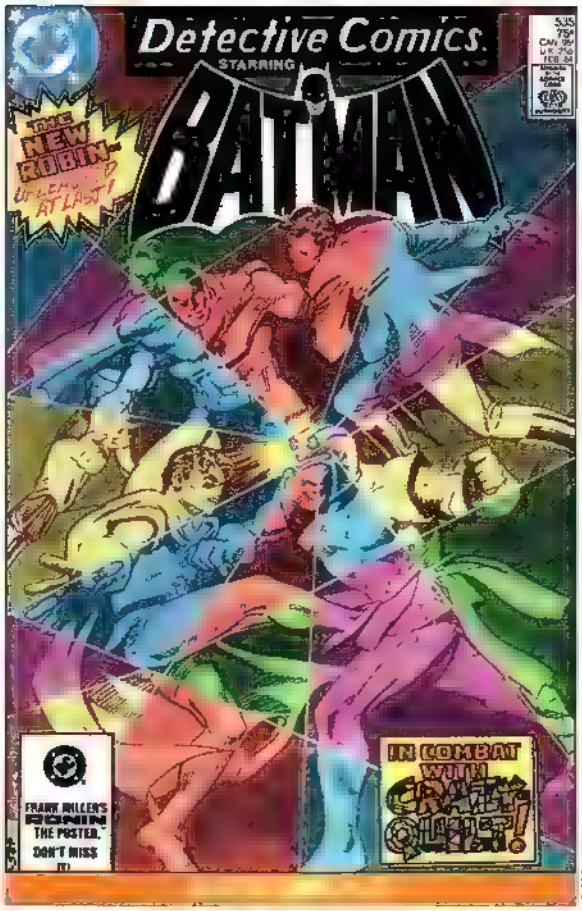
ECLIPSE (1982-1984)

1 Art: Jack Kirby, 1:Groo by Sergio Aragones ... 5.00
2-7 ... 2.00

DETECTIVE COMICS

DC COMICS (1955-current)

0 more clues about past dark event ... 2.00
225 1&O:M. Manhunter ... 4,000.00
226 O,p2:M. Manhunter ... 875.00
227-229 ... 360.00
230 Mad Hatter ... 375.00
231 Batman,Jr. ... 225.00
232 J. J'onzz ... 220.00
233 1&O:Batwoman ... 950.00
234 ... 200.00
235 O:Batman's costume ... 375.00
236 Martian Manhunter ... 235.00
237 Robin ... 210.00
238 ... 200.00
239 Grey-tone cover ... 260.00
240 ... 200.00
241-243 ... 180.00
244 O:Batarang ... 180.00
245-246 ... 180.00
247 I:Prof. Milo ... 180.00
248-251 ... 180.00
252 Batman in a film ... 180.00
253-258 ... 180.00
259 I:Calendar Man ... 180.00
260 ... 180.00
261 1&O:Double X ... 130.00
262-264 ... 130.00
265 O retold, new facts:Batman ... 200.00
266 ... 130.00
267 1&O:Batmite ... 160.00
268-269 ... 130.00
270-272 ... 120.00
273 J'onn J'onzz reveals i.d. ... 130.00
274-275 ... 100.00
276 2nd Bat-Mite ... 110.00
277-280 ... 100.00
281-285 ... 75.00
286 Batwoman ... 75.00
287-292 ... 75.00
293 Begin: Aquaman,J. J'onzz ... 80.00
294-297 Aquaman ... 75.00
298 1st modern-day Clayface, 1st 12¢ cover price issue ... 160.00
299 ... 55.00
300 Aquaman ... 55.00
301 J'onzz returns to Mars ... 60.00
302-304 J. J'onzz ... 40.00
305 ... 35.00
306-310 J. J'onzz ... 35.00
311 1&O:Catman ... 40.00
312-314 J. J'onzz ... 35.00
315 Jungle Man ... 35.00
316-317 J. J'onzz ... 35.00
318 J. J'onzz,Catman ... 35.00
319 J. J'onzz ... 35.00
320 Vicki Vale ... 35.00
321-322 ... 35.00
323-324 J. J'onzz ... 35.00
325 J. J'onzz,Catman ... 35.00
326 ... 35.00
327 25th anniv.,symbol change ... 50.00
328 D: Alfred,I:Wayne Foundatn. ... 65.00
329-330 ... 35.00
331 ... 25.00
332 Joker ... 30.00
333-340 ... 25.00
341 Joker ... 30.00
342-358 ... 25.00
359 1&O:New Batgirl ... 45.00
360-364 ... 25.00
365 Joker ... 30.00
366 Cin Last Will & Testament ... 25.00
367-368 Elongated Man ... 25.00
369 NAd Catwoman ... 35.00
370 BKa CFo Elongated Man ... 25.00
371 GKa GFo Batgirl ... 25.00
372-375 Elongated Man ... 15.00
376 ... 15.00
377-380 Elongated Man ... 15.00
381-386 ... 15.00
387 30th anniversary issue, reprints Detective #27 ... 30.00
388 BBn Robin vs Joker ... 20.00
389 BBn FRo Scarecrow,Batgirl ... 15.00
390 BBn FRo vs Masquerader ... 15.00
391 Batgirl ... 10.00
392 I:Jason Bard ... 12.00
393-394 ... 10.00
395 NAd ... 20.00
396 Batgirl ... 10.00
397 NAd DOn ... 20.00
398 BBn FRo Robin ... 10.00
399 BBn DOn Khan,Robin ... 10.00
400 NAd 1:Man-Bat ... 30.00
401 BBN FRo Robin ... 10.00
402 NAd ... 20.00
403 BBn FRo Van Daxton,Robin ... 10.00
404 NAd Batgirl ... 20.00
405 Batgirl ... 10.00
406 ... 10.00
407 NAd Man-Bat ... 20.00
408 NAd LWe vs Dr.Tzin-Tzin ... 20.00
409 BBn FRo Tracy Calhoun ... 11.00
410 NAd DOn Batgirl backup ... 20.00
411 BBn DOn Dr Dark,Batgirl ... 10.00
412 ... 10.00
413 BBn FRo Big Lanny,Batgirl ... 10.00
414-416 ... 10.00
417 Batgirl ... 10.00
418-420 ... 10.00
421-422 Batgirl ... 9.00
423 ... 9.00
424 BBn FRo vs Burgess and Curran,Batgirl backup story ... 9.00



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425 INo DOn Phantom Stagecoach, Jason Bard backup story ... 9.00
426-427 ... 9.00
428 Hawkman ... 9.00
429-430 ... 9.00
431 INo DOn censored murder ... 9.00
432 Atom ... 9.00
433 DDi FRo Killer in the Smog ... 9.00
434 INo FRo vs the Spook ... 9.00
435-436 ... 9.00
437 WSi I:Manhunter ... 15.00
438-441 WSi Manhunter ... 12.00
442 ATo AGo 100 pages,Phantom plane,Robin backup story ... 10.00
443 WSi D Manhunter ... 10.00
444 JAp LWe 100 pg.,Wanted ... 10.00
445 JAp LWe vs Ra's Al Ghul ... 10.00
446 JAp LWe vs Silversmith ... 7.00
447 ECh LWe Creeper ... 7.00
448 ECh LWe Ra's Al Ghul ... 7.00
449 ECh EMa cattle rustler, Elongated Man backup story ... 7.00
450 WSi EMa Harcolt's death trap ... 7.00
451-457 ... 7.00
458-459 Man-Bat ... 7.00
460-461 ... 7.00
462 Flash ... 7.00
463-465 ... 7.00
466-467 MRo ... 13.00
468 MRo BRo JLA ... 13.00
469 WSi SEn 1&O:Dr. Phosphorus ... 7.00
470 WSi SEn vs Dr. Phosphorus ... 7.00
471 MRo SEn vs Hugo Strange ... 13.00
472-474 MRo SEn ... 13.00
475-476 Joker,Laughing Fish ... 22.00
477 NAd MRo SEn ... 18.00
478 MRo LWe O:Clayface ... 13.00
479 MRo LWe vs Clayface, Hawkman backup story ... 13.00
480 DNe DOn Hawkman backup ... 7.00
481 Man-Bat ... 12.00
482 CRu JSt Demon ... 8.00
483 Demon ... 10.00
484-499 DNe GCy ... 5.00
500 WSi/DGi LWe O:Batman ... 10.00
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IF YOU MISSED CABLE #21 Introducing yet another mysterious figure from Cable's past, Blaque Smith. Seems he's from the future, and someone looking for dirt on Cable attacked him to get information. The attacker appears to be that lame-o, X-Cutioner

WIZARD PRICE GUIDE

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MARVEL (1991)
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86 BPr ADr 1:Brotherhood/Evil 80.00
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ETERNITY (1991-1992)
1 SHu BPu 1st Lady Death ... 110.00
2 SHu BPu 1st Lady Death cover ... 80.00
3 SHu BPu Lady Death ... 50.00

CAPTAIN AMERICA #441 The Avengers, Falcon and Cap try in vain to stop A.I.M. from losing containment of their latest attempt at a Cosmic Cube. All this while Cap's body (and title) continues to deteriorate. Help, Mr. Waid—please hurry!

WIZARD PRICE GUIDE

4 SHu BPu Lady Death 40.00
5 ..... 35.00

CHAOS! COMICS

0 New Year's Evil,GCp cover 3.50

THE RESURRECTION (1993)

1 R:E. Ernie,JQu cvr,JBi pin-up 12.00
1A Gold, limited edition 50.00
2 holo-lithographic-enhanced cvr 10.00
3 "Massive Mayhem Issue" poster of Lady Death by GPe 10.00
4 8 extra pages,final issue 8.00
TPB 14.95

REVENGE (1994-1995)

1 SHu BPu he's back, and Lady D's in it too! Includes JBI centerfold 7.50
1A White, glow-in-dark imtd 40.00
2 SHu BPu confronts Crush, & loses Smiley the button; JBI centerfold 4.50
3 SHu BPu challenged by Dr Price; Bi centerfold 3.00
4 SHu BPu final issue; JBi centerfold 3.00

YOUTH GONE WILD (1994)

TPB reprints original 5-issue series from Eternity,+unseen sketches & art 9.95

VILLAINS VS. THE SUPERHEROES

CHAOS! COMICS (1995)

1 origin story 2.95

EXCALIBUR

MARVEL (1988-current)

1 ADa CCI 1:Widget,1:Crazy Gang 7.00
2 ADa CCI 1:K'ylun (as a child) 4.00
3 ADa CCI Juggernaut 4.00
4 ADa CCI Arcade,Murderworld 4.00
5-19 ADa CCI 3.00
20-49 ..... 2.00
50 ADa ADa double size 2.75
51-70 ..... 1.75
71 JMd SLo Fatal Attractions,p6, w/hologram 5.00
72-74 SLo 1.75
75 SLo dbl sz,holo-grafx foi cvr 3.50
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76 new facts about Nightcrawler 1.75

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88 Dream Nails, p1 ..... 1.95
89 Dream Nails, p2 ..... 1.95
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ANNUAL 2 JRy RAs 2.95

PRESTIGE FORMATS (1987-1992)

1 ADa CCI 1&O:Excalibur, 1:Warwolves,1:Technet 10.00
1A no cover price 20.00
1B 2nd print 4.00
1C 3rd print 4.00
2 AAd CCI X-Babies,Mojo 4.00

SPECIAL EDITION (1987)

PF RL SLo ColdBlood 4.95

EXILES

MALIBU (1993)

1 1:Exiles,bagged edition, w/Ultraverse card 3.00
1A unbagged edition,w/o card 1.95
1B hologram edition 5.00
1C Ultra-limited/foil edition 5.00
1D gold hologram edition 5.00
2 battle w/Kort to save Timothy 2.50
3 vs Kort,coupon for Rune #0 ..... 3.00
4 prelude to Break-Thru 3.00

EX-MUTANTS

AMAZING

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2-3 RLi DLa 3.00
4-8 RLi DLa 2.00
SPECIAL EDITION 1
RL DLa O:Ex-Mutants 2.00
WINTER SPECIAL 1
RLi DLa X-Mas story 2.00

EX-MUTANTS

MALIBU (1992-current)

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1A prism cover 8.00
2-9 ..... 1.95
10 7th anniv issue 1.95
11 vs Extreme,1st Genesis x-over 2.25
12 Genesis,p4 ..... 2.25
13 aftermath to Genesis 2.25
14-18 ..... 2.25

EX-MUTANTS: SHATTERED EARTH

ETERNITY

1-3 ..... 2.00
4-5 Liefeld 3.00
6-14 ..... 2.00

EXTREME JUSTICE

DC COMICS (1994-current)

0 new team of heroes 1.50
1 secret of Mount Thunder 1.50
2 Captain Atom missing 1.50
3 final assault on Mt. Thunder 1.50
4 R: Firestorm, the Nuclear Man 1.50
5 justice League, Captain Atom 1.75
6 Monarch returns 1.75
7 Monarch's plan 1.75
8 O: Monarch 1.75

THE EXTREMIST

DC COMICS (1993-current)

1 TMk PMi Vertigo mini-series, erotic thriller,1:the Extremist, 1:The Order 2.50
1A platinum edition 10.00
2 TMk PMi 2.25
3 TMk PMi Judy discovers husband's secret life 1.95
4 TMk PMi Judy vs Patrick 1.95

FACE

DC COMICS (1994)

1-shot DFe PMi bizarre tale of artist and plastic surgeon 4.95

FACTOR X

MARVEL (1995)

previously X-Factor

1 deluxe ed glossy stock: After Xavier The Age Of Apocalypse 4.25
2 deluxe ed., glossy stock; s Scott plotting to betray Alex? 3.00
3 Cyclops vs. Havok 2.50
4 Jean and Scott 2.50

returns to X-Factor

THE ULTIMATE FACTOR X (1995)

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FALLEN ANGELS

MARVEL (1987)

1 KGa Du New Mutants 3.50
2-8 KGa jDu 2.00

FAMILY MAN

PARADOX/DC COMICS (1995)

1-3 death squads hunt mobsters 4.95

FANTASTIC FORCE

MARVEL (1994-current)

1 MGu TBr Psi-Lord, Huntara, Giganto (Devlor) & Vibraxis form new team; foil stamped cover 2.50
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11 DBt TBr/MKa Black Panther 1.75

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MARVEL (1961-current)

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1A Golden Record reprint, missing cover price 110.00
1B Golden Record reprint, with record 200.00
2 JKi SLe 1:Skrulls 2,600.00
3 JKi SLe 1st time in costumes, 1 Fantastic Car 1st 12 cent issue 1,700.00
4 JKi SLe Re-Intro:Sub-Mariner 2,100.00
5 JK SLe 1&O:Dr Doom 2,200.00
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7 JK SLe 1:Kurrgo 525.00
8 JK SLe 1:Puppet Master 1:Alicia Masters 575.00
9 JK SLe Sub-Mariner 525.00
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11 KiSLe 1:Willie Lumpkin, 1:Impossible Man 450.00
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13 KiSLe 1:Watcher 1:the Red Ghost 300.00
14 KiSLe Sub-Mariner 250.00
15 KiSLe 1:Mad Thinker, 1:Awesome Android 250.00
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19 KiSLe 1:Rama-Tut 250.00
20 KiSLe 1:Molecule Man 250.00
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23 KiSLe Dr. Doom 125.00
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26 KiSLe Hulk,Avengers 275.00
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30 KiSLe 1:Diablo 100.00
31 KiSLe Mole Man 1:Dr Franklin Storm 75.00
32 KiSLe Super Skrull 75.00
33 KiSLe Sub-Mariner 1:Attuma 75.00
34 KiSLe 1:Creg Gideon 75.00
35 KiSLe 1:Dragon Man, Reed & Sue engaged 75.00
36 JKSLe 1:Frightful Four, 1:Medusa,X-Men 100.00
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42 KiSLe Torch enslaved 60.00
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44 KiSLe 1:Gorgon 60.00
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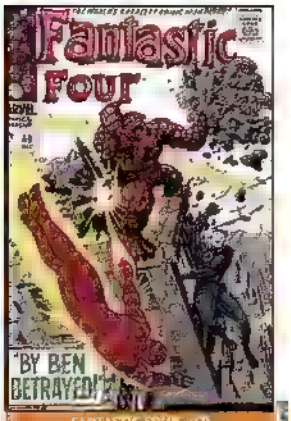
47 KiSLe 1 Maximus 60.00
48 JKiSLe 1.Galactus (cameo), 1:Silver Surfer 775.00



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50 JKSLe Galactus, 1:Wyatt Wingfoot 200.00
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119 JBuRTh Klaw 9.00
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123 JBuSLe Silver Surfer, Galactus 12.00
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MARVEL (1987)
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2 12¢ cover price ....[illegible]
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8 Namor reprints 2.00
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1 Silver Surfer reprints 5.00
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1 1 Eliquest 50.00

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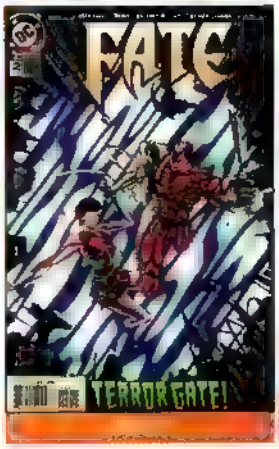

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WIZARD PRICE GUIDE

SISTERS IN SIN (1995)
SC quintet of villainesses attack 12 95
SC signed & numbered edition 14 95
UNTOLD ORIGIN
1 DGo BBk O.Femforce 4 95

FIREARM

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0 w/video 10 00
1 ChA JRb 1 Alex Swan.Pl 2 50
1A silver foil cover 10 00
2 ChA JRb H'dcase,Rune #0 coup. 2 50
3-10 1 95
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1 MWi TDe O:Firestar,Prof X 4.00
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DC COMICS (1987-1990)
previously *Fury of Firestorm*
65 99 1 25
100 dbl size 3 50
ANNUAL 5 1 New Firestorm 1 75

DC COMICS (1975-1976)
1 7 1 50
8 1&O:Warlord 12 00
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1 90 00

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6 14 00
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160 80 Pg. Giant #G-21 55 00
161 163 35 00
164 Kid Flash 35 00
165 M Flash & Iris West 35 00
166 35.00
167 O retold:Flash 35.00
168 Green Lantern 40 00
169 80 Pg Giant #G-34 55 00
170 E-2 Flash,Dr. Fate,Mid-Nite 35 00
171 Justice League,vs Dr Light 26 00
172 26 00
173 Kid Flash,E-2 Flash 26.00
174 Barry reveals ID to Iris 28 00
175 Superman vs Flash,JLA 115 00
176 22 00
177 22 00
178 80 Pg. Giant #G-46 45 00
179 22 00
180-185 13 00
186 Saroon the Sorcerer 13 00
187 80 Pg. Giant #G-58 35 00
188-195 13 00
196 80 Pg. Giant #G-70 35.00
197 200 11 00
201 E-2 Flash story 7 50
202 204 7 50
205 80 Pg Giant #G-82 16 00
206-210 7 00
211 O:E-2 Flash 7 00
212-213 7 00
214 Origin retold:Metal Men 10 00
215 Green Arrow 13 00
216 7.00
217 219 NAd Green Lantern 18.00
220 Kid Flash, G. Lantern 8 00
221 222 7 00
223 Green Lantern 7 00
224-225 Green Lantern 7 00
226 NAd 10 00
227 228 6 00
229 100 pgs 15 00
230-231 3 00
232-233 100 pgs 15 00
234-275 3 00
276 Dr ns,JLA 3 00
277 JLA 3 00
278-288 3 00
289 1st DC art by GPe B Firestorm 7 00
290 3 00
291-299 2 50
300 O Flash,New T Titans 2 50
301-304 2 50
305 E-2 Flash,B Dr Fate 3 00
306 3 00
307 349 2 50
350 Trial,dbl sz,final issue 5 00
ANNUAL 1 280.00

2ND SERIES (1987-current)
0 Zero Hour aftermath,lead-in to "Terminal Velocity" storyline 3 00
1 JGu MBo Legends,N T Titans 10 00
2 JGu MBo 6 00
3 JGu MBo 1;Kilgore 5 00
4 JGu MBo Cyborg 4 00
5-6 JGu MBo 3 50
7-13 3 00
14 MCn MBo Vandal Savage 2 50
15-18 GLa WLo 2 50
19-48 2 00
49 GLa WLo D:Flash 2 00
50 GLa WLo R:Flash,dbl sz 5 50
51 71 1 50
72 GLa MWd mysterious figure 2 00
73 GLa MWd R:Barry Allen 4 00
74 GLa MWd Wally teams w B.A. 3 00
75 GLa MWd three Flashes 3 00
76-78 GLa MWd 1 50
79 GLa MWd Wally vs Prof Zoom, double size 2 50
80 MWd Collector's Edition, foil- enhanced cover, vs Magenta(Frances Kane) 2 50
80A Newsstand edition 1 50
81 MWr MWd Nightwing,Starfire, vs Combine mob 1 50
82 MWr MWd Flash & N wing race to find Starfire 1.50
83 MWr MWd Nightwing,Starfire 1 50
84 BK MWd vs Razer 1 50
85-87 MWr MWd 1 50
88 MWr MWd meets plaintiff 3 00
89 MWd stands trial 3 00
90 MWr MWd becomes outlaw 3.00
91 MWr MWd trap'd in sup. speed 3.00
92 MWr MWd 1 Impulse 8.00
93 Reckless Youth,p2 4.00
94 Reckless Youth,p3, ZERO HOUR 3.00
95 Terminal Velocity,p1,Impulse faces Kobra 3.00
96 Velocity,p2, ramifications of Zero Hour odyssey 2.00
97 Velocity,p3, Wally trains Impulse 2.00
98 Velocity,p4 2.00
99 Velocity p5, must save Linda 2 00
100 dbl-sz, Terminal Velocity c'clusion; introducing.. the ultimate Flash! holographic foil-enhanced cvr 4 50
100A alt. cvr,no enhancement 2 50
101 Flash copes w/new powers 2 00
102 battles Mongul 1 75
103 faces supernatural menace 1 75
104 must exorcise pair of demons 1 75
105 Mirror Master 1 75
ANNUAL 1 JGu MBo 4 00
ANNUAL 2-3 2 50
ANNUAL 4 3 50
ANNUAL 5 4 50
ANNUAL 6 Bloodlines,1:Argus 2 50
ANNUAL 7 Elseworlds story 2 95
ANNUAL 8 Wally's 1st adventure 3 50
SPECIAL 1 50th Anniversary 3 00
TV SPECIAL (1991)
1 JSs JBy 3 95

MALIBU (1993)
1 starring Ultraverse heroes 5 00

FOODANG

CONTINUM (1994)
1 radiated clown becomes super-hero, foil-enhanced cover 1 95

AUGUST HOUSE (formerly Continum) (1995-current)
1 reprints previous issue #1in color, foil-enhanced cover, w/cd 2 50
1A signed & numbered, foil cvr 2 50
2 meets new partner 2 50
3 undead Clown Man 2 50
4 battle at Statue of Liberty 2 50

MARVEL (1990-1991)
1 JJb SGe 1&O:Foolkiller III 4 00
2 JJb SGe O:Foolkiller I&II 3 00
3 JJb SGe 1st in costume 3 00
4-10 JJb SGe 2.00

FORCE WORKS

MARVEL (1994-current)
1 former Av's W Coast members team up,dbl sz,pop-up cvr 4 50
1A regular cvr 1 75
1B ashcan edition 0.75
2 mystery of Century unraveled 1 25
3 final battle with the Scatter 1 50
4 civil war in Transia 1 50
5 tricked by Black Brigade; comes bagged w/neon ink cvr,insert, & acetate print from Marvel Action Hour 2.95
5A reg. cvr, unbagged and no insert or print 1 50
6 Hands of the Mandarin, p1 1 50
7 Hands p4, 1 50
8 Force Works Christmas party 1 50
9 Force Works in Australia 1 50
10 Dreamguard 1 50
11 off to Europe 1 50
12 Black Brigade; flip book with p.1 of WAR MACHINE/U.S. AGENT/ HAWKEYE mini- series. 2 50
13 Kree/Skrull conflict 1 50
14 Avengers,Skrulls,& Kree coh.myth 1 50
15 B: origin of Century 1 50

THE FRANKENSTEIN/DRACULA WAR

TOPPS (1995)
1 supernatural being seeks Dracula's heart 2.50
2 3 2 50

FREAK FORCE

IMAGE (1993-1995)
1-7 ELa 2 00
8 ELa invasion of the space ants 2 50
9 ELa Cyberforce guest stars 2 00
10-18 ELa 2 50

MALIBU (1993-current)
1 BHe CJo 1:the Freex, bagged ed.,w/ultraverse card 3 00
1A unbagged edition 1 95
1B hologram edition 8 00
1C Ultra-limited/foil edition 5 00
1D gold hologram edition 8 00
2 BHe CJo 2 00
3 BHe CJo 1 95
4 vs Bi dhounds,Rune #0 coupon 2 50
5-14 1 95
15 Rafferty includes ultraverse Premiere #9 3 50
16 Prelude To Godwheel 1 95
17 Rune guest stars 2 50
18 who is Juice? 2 50
GIANT SIZE 1 SKo CJo 2.50

MARVEL (1994)
1 solo origin bk. for Nick Fury 2.95

DC COMICS (1982-1987)
1 PBr GCy 1 The Black Bison 2 00
2 PBr GCy 1 25
3 20 1 25
21 GCy D Killer Frost 1.25
22-61 BZ JOs 1 25
61A test logo .60 00
62 64 1 25
ANNUAL 1-4 1 25
becomes *Firestorm, the Nuclear Man*

LIGHTNING (1995)
1 showdown with Lucifer 2 75
1A limited, signed & numbered 9 95

MARVEL (1995)
1 CLn HCh new, 90's version of S.H.I.E.L.D; this issue contains coded messages, de-coder card will ship with future issue 2 50
2-3 CLn HCh 1 95
4 CLn HCh final issue; includes de-coder card 2 50

AARDWOLF PUBLICATIONS (1995)

0 DCo limited edition 1-shot for Cockrum series 2.95

MARVEL (1993-1994)

1 LWk HMa in New Orleans, Rogue, gold emb'd/debos'd cvr 8.00
1A gold edition 20.00
2 true fate of Belladonna revealed 5.00
3 travels to Paris, Rogue 5.00
4 Gambit decides fates of women 5.00
TPB reprints #1-4 ..... 12.95

MARVEL (1995)

previously *X-Force*

1 TDa FNi The Age Of Apocalypse; deluxe edition glossy stock; Gambit pulls off jewel heist 4.50
2 TDa FNi deluxe ed., glossy stock, Deathbird, the Stanammers 3.00
3 TDa FNi battle the Imperial Guard 3.00
4 TDa FNi 3.00

returns to *X-Force*

THE ULTIMATE GAMBIT & THE X-TERNALS (1995)

SC reprints #1-4, gold etched cvr 8.95

GENERATION NEXT

MARVEL (1995)

previously *Generation X*

1 CBc SLo Age /Apocalypse; deluxe ed., glossy stock; Kitty Pryde & Colossus now married, search for Illyana 5.00
2 CBc SLo deluxe ed., glossy stock; new mutant discovered 4.00
3 CBc SLo the Sugar Man 3.50
4 CBc SLo attempt to rescue Illyana 3.00

returns to *Generation X*

THE ULTIMATE GENERATION NEXT (1995)

SC reprints #1-4, gold etched cvr 8.95

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MARVEL (1994-current)

1 CBc SLo dbl sz Banshee & Wt Queen head new team; chromium cvr 6.00
2 CBc SLo Penance deluxe edition printed on glossy stock 4.00
2A reg edition 1.50
3 CBc SLo deluxe ed., glossy stock 3.00
3A reg edition 1.50
4 CBc SLo deluxe ed, glossy stock; Nanny & Orphan Maker; w/card 3.00
4A reg edition, no card 1.50

becomes *Generation Next* for four issues

5 CBc SLo two newcomers 1.95
6 CBc SLo Wolverine quest stars 1.95
7 CBc SLo Banshee's past 1.95
ASHCAN preview of new team 0.75

IMAGE (1994)

0 stories on individual heroes 6.00
1/2 ..... 32.00
1 JLe BCo/JCp, AGa 40.00
1A 2nd print 8.00
2 JLe BCo/JCp, AGa/JMi 30.00
3 JLe BCo/JCp/AGa Pitt vs F'child 22.00
4 JLe BCo/JCp, AGa 12.00
5 final issue, team fights their way out of Genesis Compound 8.00
5A variant cover 16.00
TPB reprints entire mini-series 12.95
HC reps. #1-5, signed & numbered 39.95

SERIES (1995-current)

1A Charger cover by JCp & AGa 7.00
1B Thumbs Up cvr by JCp & AGa 7.00
1C AAd cover 20.00
1D SBi cover 20.00
1E JCy cover 20.00
1F MGo cover 20.00
1G Michael Lopez cover 20.00
1H JPs cover 20.00
1 JCp & Chuck Gibson cover 20.00
1 JCp & Tom McWeeney cover 20.00
1K joe Dunn cover 20.00
1L "Pulp Fiction" cover 20.00
1M "Do-It-Yourself" cover 20.00
2 BCo ICp WildStorm Rising, p4 includes 2 cards 3.00
2A newsstand edition, no cards 3.00
3 BCo ICp Coda Island, p1 ..... 3.00
4 BCo ICp vs. pirates on Coda Isle 2.50

COLLECTORS' PACKS (1995)

1st Ed. slipcased collect'n of all 13 cvrs + JLe signed chromium cvr ed 39.95
2nd Ed. slipcased collect'n of all 13 cvrs + JCp signed chromium cvr ed 39.95
3rd Ed. slipcased collect'n of all 13 cvrs, + BCo signed chromium cvr ed. 39.95
4th Ed. slipcased collect'n of all 13 cvrs, + AGa signed chromium cvr ed. 39.95

VALIANT (1994-1995)

1 RMo MFo Earth's new Guardian 3.00
2-8 ..... 2.25

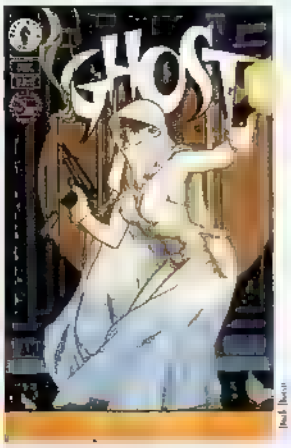
DARK HORSE

GHOST SPECIAL (1994)

1 MHy/TSi ELk 3.00
TPB collects all appearances to date 8.95

SERIES (1995-current)

1 AHu ELk investigates sister's life 3.00
2 AHu ELk King Tiger 2.50
3 AHu ELk Arcadia Nocturne, p3 ..... 2.50
4 MHy ELk meets Barb Wire 2.50



Dark Horse

DC COMICS (1995)

1 mini-series dealing w/shamanism 1.95
2 Brother Christopher escapes 1.95
3 the "Father Craft" 2.50
4 Coyote imprisoned in Ft. Edgar 2.50
5 Snot-Boy tries to kill Snake 2.50
6 final issue; Snot-Boy's destiny 2.50

DARK HORSE (1995-current)

1 MSr trouble at government factory 4.50
2 MSr deadly programming virus 3.95
3 MSr robots turn deadly 3.95
4 MSr land struggle 3.95
5 MSr Kusanagi meets terrorists 3.95
6 MSr search-and-destroy mission 3.95

MARVEL (1967)

1 1&O Western "Ghost Rider" 35.00
2-7 ..... 12.00

2ND SERIES (1973-1983)

1 TSu GFh Son of Satan 60.00
2 JMo GFh Satan 20.00
3-5 ..... 15.00
6-9 ..... 10.00
10 Red Marvel Spotlight #5 ..... 12.00
11-20 ..... 10.00
21-30 ..... 7.00
31-49 ..... 6.00
50 DPe MFl O:Night Rider 6.00
51-67 ..... 4.00
68 BBu RSt O retold:Ghost Rider 4.00
69-76 ..... 4.00
77 BBu DIm O retold:Ghost Rider 4.00
78-79 BBu DIm Nightmare 4.00
80 BBu DIm vs Centurious 6.00
81 BBu DIm Ghost Rider sucked into Soul Crystal, J. Bl. leaves 8.00

3RD SERIES (1990-current)

1 SSi HMa 1:Ghost Rider II, Dan Ketch, 1 Deathwatch 9.00
1 2nd print 4.00
2 SSi HMa 1:Blackout 7.00
3 SSi HMa Kingpin 5.00
4 SSi HMa Mr. Hyde 6.00
5 SSi HMa Punisher 6.00
5A 2nd Print Gold 3.00
6 SSi HMa Punisher 4.00
7-15 ..... 4.00
15 MTe HMa 5.00
15 2nd print 2.00
16 MTe HMa Hobgoblin, SoM,Johnny Blaze 3.00
17 MTe HMa Hobgoblin, SoM Johnny Blaze 3.00
18-23 MTe HMa 2.00
24 MTe HMa D:Deathwatch, D:Snowblind 2.00
25 pop-up centerfold 2.00
26 RWa HMa X-Men Brood 2.00
27 X-Men 2.00
28 Double size polybagged 4.00
29-30 ..... 1.50
31 Double size polybagged 2.00
32 ..... 1.50
40 Midnight Massacre, p2 Paranoid Envelope" cvr 1.50
41 ..... 1.50
42 HMa p3, Hulk vs Venge'e 1.50
43 Vengeance k'napped, news new methods, foil cvr 2.50
44 ..... 2.00
45 ..... 1.50
46 p2 ..... 1.50
47 p3 GR takes an innocent as Spec wants revenge 1.50
48 ..... p3 ..... 2.50
49 95
50 The Black Hole 1.95
51 p3 Avengers, Nick Fury 1.95
52 Over the Edge" Punisher 1.95
53 HMa polybagged 2.95
54 ..... Team 2.95
55 ..... room 2.95
56 ..... 2.95

FEAR (1992)

57 HMa vs Capt 5.95

GHOST RIDER/CABLE (1992)

58 ..... Comics 3.95

GHOST RIDER, WOLVERINE/PUNISHER: THE DARK DESIGN (1994)

59 "Hearts of Darkness" 5.95

GHOST RIDER/WOLVERINE/PUNISHER: HEARTS OF DARKNESS (1991)

SC vs. Blackheart 4.95

MIDNIGHT SONS

TPB GR #28-31, D'hoid #1, Spirits of Veng #1, Morbius #1, Punishers #1 foil-emb'd logo 19.95

RESURRECTED

TPB ep #7 ..... 12.95

MARVEL (1994-current)

1 CBa LXa 1:GR 2099, prismatic foil cvr 2.25
A regular cvr edition 1.50
2-12 ..... 1.50
13-16 ..... 1.50
17 L-Cypher; GR back in Trans. City 1.95

MARVEL (1974)

1 Werewolf by Night 5.00

GIANT SIZE DRACULA

MARVEL (1974-1975)

previously *Giant Size Chillers*

2 ..... 3.00
3 reprint 3.00
4 ..... 3.00
5 By John Byrne's first work for Marvel Comics 7.00

SUPERHERO!

MARVEL (1974)

1 GKa GCy Spider-Man, vs Morbius and Man-Wolf 35.00

GIANT-SIZE SUPER STARS

MARVEL (1974)

1 RBu GCy Thundra, Black Panther, Hulk vs Thing 17.00

becomes Giant-Size Fantastic Four

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QUALITY/DC COMICS (1952-1987)

1 ..... 325.00
2 ..... 140.00
3-6 ..... 110.00
7-12 ..... 90.00
13-24 ..... 65.00
25-42 ..... 50.00
43 last Quality issue 50.00
44 first DC issue 280.00
45-48 ..... 145.00
49-60 ..... 100.00
61-66 ..... 75.00
67 1:Tank Killer 100.00
68 Prototype issue 110.00
69-72 ..... 62.00
73-84 ..... 56.00
85-86 ..... 46.00
87 1:Haunted Tank 140.00
88-90 ..... 46.00
91 1st 12¢ issue 36.00
92-96 ..... 36.00
97-107 ..... 26.00
108 Sgt. Rock 36.00
109-113 ..... 22.00
114 O:Haunted Tank 90.00
115-120 ..... 16.00
121-136 ..... 11.00
137 1st 15¢ issue 8.00
138 1 The Losers 12.00
139-145 ..... 6.00
146-148 ..... 5.00
149-200 ..... 4.00
201-281 ..... 3.00
282-287 ..... 2.00
288 Final issue 2.00

MARVEL (1982-1994)

1 ..... 5.50
2 ..... 5.00
3-59 ..... 1.50
60 TMc 3.00
61-134 ..... 1.00
135-136 ..... 1.50
137-138 bagged w/live action card 1.50
139-149 ..... 1.00
150 PGs LHa Snake-Eyes vs Cobra Commander 1.50
151-154 ..... 1.00
155 final action-filled issue 1.00

G.I. JOE & THE TRANSFORMERS

SC HTr MHi vs COBRA & Decept's 4.95

DETECTIVE COMICS ANNUAL #8 A peek at the Riddler's origin and the first time Batman kicked the @$#&^^%$ out of him, and the effect it had on his tenuous grasp on sanity.

WIZARD PRICE GUIDE

[illegible]
MARVEL
1-16 ..... 1.25

[illegible]
MARVEL
1 HTr LHa 1.50
2-28 HTr LHa 1.50

GI JOE AND THE TRANSFORMERS
MARVEL (1987)
1-4 ..... 1.00

GI JOE YEARBOOK
MARVEL (1985-1988)
1-4 ..... 1.50

GIVE ME LIBERTY
DARK HORSE
1-4 DGb FMi 4.95
TPB reprints #1-4 ..... 19.95
HC reprints #1-4, w/sketches and comments; sgn'd & numb'd ..114.95

GLORY
IMAGE (1995-current)
1 MDe JDu new superheroine 3.00
1A Variant cover 4.00
2 MDe JDu threatened by her father 2.50
3 MDe JDu Rumble & Vandal 2.50
4 MDe JDu demonic dimension 2.50
5 MDe JDu Supreme Apo'lypse,p3 ... 2.50
TPB reprints #1-4 ..... 9.95

[illegible]
M RAGE (1984)
1-2 early TMNT 220.00

2ND SERIES (1986)
1 ..... 10.00

GODDESS
DC COMICS (1995-current)
1 PWn GEn young girl tries to cope with special powers 3.50
2 PWn GEn hunted by the CIA 2.95
3 PWn GEn in Rio 2.95
4 PWn GEn Rosie experimented on .. 2.95

GODWHEEL
MARVEL (1995)
0 MPc/SBe CUl/DDn/MWb Argus unleashes array of villains to collect the keys to Crucible of Life 2.50
1-3 ..... 2.50

GODWHEEL: WHEEL OF THUNDER (1995)
TPB collects #0, #1-3 ..... 9.95

GODZILLA
DARK HORSE (1988)
1 movie adaptation 6.50
2-6 movie adaptation 3.25
SC collects #1-6 ..... 17.95
Color Special 3.50

GODZILLA VS. BARKLEY (1993)
1 atomic dinosaur vs Charles Barkley 2.95

GODZILLA VS. HERO ZERO (1995)
1-shot battle in San Diego 2.50

SERIES (1995-current)
0 reprints story from D.H. COMICS .. 2.50
1 Godzilla invades the U.S.A. 2.50
2 the Cybersaur 2.50

GODZILLA
MARVEL (1977-1979)
1 Godzilla clashes with S.H.I.E.L.D. ... 7.00
2 the Big G destroys Seattle 5.00
3 Champions 4.00
4-10 ..... 4.00
11-24 ..... 2.75

GOLDEN AGE
DC COMICS (1993-1994)
1-4 ..... 4.95
TPB reprints mini-series 19.95

GOLDEN AGE GREATS
AC COMICS (1994-current)
1 reprints Golden Age stories featuring The Hood, Green Lama & others ... 9.95
2-4 Golden Age reprints 9.95
5 Crimebuster vs. Iron Jaw 11.95

GREATEST STORIES EVER TOLD
DC COMICS (1987-91)
Batman Stories (TPB) 15.95
Batman Stories p2 (TPB) 15.95
50's Stories (HC) 29.95
50's Stories (SC) 14.95
Flash Stories (HC) 29.95
Flash Stories (TPB) 14.95
Golden Age Stories (HC) 24.95
Golden Age Stories (TPB) 14.95
Joker Stories (TPB) 14.95
Superman Stories (TPB) 15.95
Team-Up Stories (TPB) 14.95
Team-Up Stories (HC) 24.95

GREEN ARROW
DC COMICS (1988-current)
0 returns to monastery 1.95
1 EHa MGr vs Muncie 6.00
2 EHa MGr vs Muncie 3.00
3-15 EHa MGr 2.00
16-54 ..... 2.00
55-68 ..... 1.50
69-74 ..... 1.50
75 RHo MGr Speedy,Shado, Black Canary leaves Ollie, anniv issue,double size 2.50
76-86 ..... 1.50
87-95 ..... 1.95
96 Connor's secret; someone appears who claims to be...Hal Jordan 1.95
97 the new Force of July 2.25
98 Connor seeks help from Arsenal ... 2.25
99 CA vs. Connor & Arsenal,F of July 2.25
100 dbl-sz; Superman, holographic foil-stamped cover 3.95
ANNUAL 1 Fables 4.00
ANNUAL 2 ..... 3.25
ANNUAL 3 Question 3.00
ANNUAL 4 ..... 3.00
ANNUAL 5 ..... 3.00
ANNUAL 6 Bloodlines,p13,1:Hook ... 3.50

MINI-SERIES (1983)
1 TEe MWb 4.00
2-4 TEe MWb 2.25

GREEN ARROW: THE WONDER YEAR (1993)
1-4 CMr MGr 1.75

[illegible]
DC COMICS (1987)
1 MGr MGr 1:Shado 8.00
2-3 MGr MGr 6.00
TPB 12.95

[illegible]
GOLD KEY (1967)
1 TV tie-in,photo cvrs on all 125.00
2-3 ..... 90.00

NOW (1989-1991)
1 JBt RFo Lone Ranger app 8.00
2 JBt RFo gang warfare 5.00
3-6 JBt RFo 4.00
7 JBt RFo O:Devane 3.00
8-13 ..... 2.00
14 TSm RFo final issue 2.00

2ND SERIES (1991-current)
1 TSm CDi 2.50
2-11 ..... 1.95
12 ..... 2.50
13-30 ..... 1.95
31 a math of Hornet's prison term ... 2.50
32 PZi GWh vs "ethnic purgers" 2.50
33 ..... 2.50
34-37 ..... 1.95
38-45 ..... 2.50
46 ..... 2.50
ANNUAL 1 ..... 2.50
ANNUAL 2 ..... 2.95

KATO:DRAGONS IN EDEN (1994)
CN BBi MBo 4.95

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GREEN LANTERN
DC COMICS

2ND SERIES (1960-1986)
1 GKa JBm O:Green Lantern 2,250.00
2 GKa JBm 1:Pieface 575.00
3 GKa JBm vs Oward 330.00
4 GKa JBm 260.00
5 1&O:Hector Hammond 260.00
6 GKa JBm 1:Tomar-Re 225.00
7 1&O:Sinestro 180.00
8-9 ..... 165.00
10 O:Guy's oath, 1st 12¢ issue 165.00
11 ..... 165.00
12 1:Dr Polaris 165.00
13 Flash 200.00
14 1&O Sonar 125.00
15 ..... 125.00
16 O:Star Sapphire 150.00
17-19 ..... 115.00
20 Flash 130.00
21 O Dr Polaris 100.00
22 ..... 100.00
23 1 Tattooed Man 100.00
24 O Shark 100.00
25-28 ..... 100.00
29 1:Black Hand,ILA 100.00
30 1:Katma Tui 100.00
31-36 ..... 75.00
37 1:Evil Star 75.00
38 Tomar-Re 75.00
39 vs Black Hand 75.00
40 O:Guardians,Crisis 285.00
41-44 ..... 55.00
45 Golden Age Green Lantern 75.00
46-47 Dr Polaris 60.00
48-50 ..... 60.00
51 ..... 35.00
52 Golden Age Green Lantern 50.00
53-56 ..... 35.00
57 vs Major Disaster 35.00
58 powerless GL 35.00
59 1 Guy Gardner 190.00
60 1 Lamplighter 25.00
61 GA Green Lantern 40.00
62-69 ..... 25.00
70 1st 15¢ cover price issue 18.00
71-72 ..... 15.00
73-74 Star Sapphire,Sinestro 15.00
75 Oward 15.00
76 NAd Green Arrow 110.00
77 NAd Green Arrow 50.00
78 NAd Green Arrow 40.00
79-80 NAd Green Arrow 35.00
81-84 NAd Green Arrow 30.00
85-86 NAd Green Arrow,Drugs 40.00
87 NAd 1:John Stewart,Guy G. 30.00
88 reprints,Golden Age GL 7.00
89 NAd Golden Age GL 20.00
90 MGr new rings 5.00
91-92 MGr vs Sinestro 5.00
93 MGr 4.00
94-95 MGr Green Arrow:Assassin 4.00
96-99 ..... 3.00
100 MGr 1 New Air Wave 5.00
101 MGr Green Arrow 5.00
102 MGr Green Arrow 4.00
103 ..... 3.00
104-106 MGr 5.00
107 MGr Green Lantern Corps 5.00
108-110 MGr Golden Age GL 5.00
111 O retold:Green Lantern 4.00
112 O retold:Golden Age GL 8.00
113-115 ..... 3.00
116 Guy Gardner 25.00
117 1:Kari Limbo 3.00
118 ..... 3.00
119-121 ..... 2.00
122 Guy Gardner,Superman 2.00
123 Guy Gardner 6.00
124-140 ..... 2.00
141 1:Omega Men 5.00
142-143 Omega Men 3.50
144 Omega Men,D Tattooed Man 3.00
145-148 ..... 2.00
149 Green Lantern Corps 2.00
150 Anniversary issue,giant sz 3.00
151-180 ..... 2.00
181 Q: Hal 2.00
182 , Stewart becomes Earth's GL 2.00
183-184 ..... 2.00
185 O:new Green Lantern,Eclipso 2.00
186 vs Eclipso 2.00
187 Stewart meets K Tui 2.00
188 Stewart reveals ID to world 4.00
189-194 ..... 2.00
195 Guy Gardner becomes a Green Lantern 12.00
196-197 Crisis 2.00
198 Hal returns as GL,D:Tomar-Re 3.00
199 vs Star Sapphire 2.00
200 ..... 2.00
ANNUAL 1 ..... 3.50
ANNUAL 2 ..... 2.75
ANNUAL 3 ..... 2.50

becomes Green Lantern Corps

3RD SERIES (1990-current)
0 Kyle Rayner vs. Hal Jordan 5.00
1 PBr GJo JLA 5.00
2 PBr GJo Guy Gardner 3.00
3 PBr GJo Jordan vs Guy 3.00
4 PBr GJo J.L.A. 2.00
5 PBr GJo Return To Oa 2.00
6-7 PBr GJo 2.00
8-12 JSo GJo Guy,G'nort 2.00
13 Green Lantern Corps 2.00
14-17 MBr GJo Mosaic 2.00
18 MBr GJo Guy Gardner 2.00
19 PBr GJo 50th anniv issue,dbl sz, O:Golden Age GL 2.00
20-24 ..... 1.50
25 MBr GJo Justice League,Hal vs Guy,Guy loses ring 2.75
26 MBr GJo Evil Star Rising,p1 ..... 1.00
27-45 ..... 1.25
46 MBr GJo Reign of the Supermen, p19,new S'men,vs Mongul 9.00
47 GJo Green Arrow 6.00
48 BWi GJo GL resurrects C. City; 1:Kyle Rayner 7.00
49 DBk GJo Sinestro appointed new Corps leader 4.50
50 DBk GJo GL vs Guardians,1:Kyle Rayner as GL 5.50
51 DBk RMz new GL vs Ohm 3.50
52 DBk RMz vs Mongul 2.00
53 DBk RMz Superman,vs Mongul 1.50
54 Major Force 1.50
55 ZERO HOUR, Kyle learns more about ring and truth about Hal Jordan ... 2.00
56 one Green Lantern, one ring 1.50
57 Psimon, New Titans 1.50
58 Donna Troy and Felix Faust 1.50
59 Christmastime with Dr Polaris 1.50
60 Capital Punishment,p3, x-over with GUY GARDNER:WARRIOR 1.50
61 GL & D'star attacked by Kalibak 1.50
62 Green Lantern battles Duality 1.50
63 Parallax returns to Earth 1.75
64 heroes take on Parallax 1.75
65 Seige Of Zi- Charam, p2 ..... 1.75
66 Flash guest stars 1.75
ANNUAL 1 Darkness Within 2.50
ANNUAL 2 GJo Bloodlines,p7, 1:Nightblade 2.50
ANNUAL 3 Elseworlds story 2.95

GREEN LANTERN ARCHIVES
Volume 1 ..... 39.95

THE ROAD BACK (1992)
TPB rep Green Lant. (2nd) #1-8 ..... 8.95

GREEN LANTERN: [illegible]
DC COMICS (1983-1984)
1 NAd DOn reprints 4.00
2 NAd DOn reprints 3.00
3-7 NAd DOn reprints 3.00
TPB reprints 12.95

TPB Vol. II reprints 12.95

[illegible]

DC COMICS (1986-1988)
Previously *Green Lantern* (1st)
201 1:new Corps. 1.50
202-223 ..... 1.50
224 final issue,dbl size 3.50

QUARTERLY (1992-1994)
1 FHy JOs 1:Jack T. Chance,Alan Scott,G nort 2.50
2-4 ..... 2.50
5 1:Adam 2.50
6-8 ..... 2.95

GREEN LANTERN: EMERALD DAWN

DC COMICS (1989-1990)
1 MBr tOw O:Hal Jordan. 6.00
2 MBr KGi I:Legion 4.00
3-4 MBr KGi 2.00
5 MBr KGi Corps vs Legion 2.00
6 MBr KGi Hal vs true Legion 2.00
TPB reprints #1-6 ..... 4.95

EMERALD DAWN II (1991)
1 MBr KGi I:Guy Gardner 2.00
2-6 MBr 1.25

[illegible]

DC COMICS (1992-1993)
1 CHa CJo 2.00
2 CHa CJo D:Ch p 2.00
3-18 ..... 1.25

GRENDEL

COMICO
1ST SERIES (1983-1984)
1 ..... 60.00
2-3 ..... 40.00

2ND SERIES (1986-1991)
1 MWa 5.00
2 MWa 4.00
3-6 MWa 3.50
7-10 MWa 2.25
11-12 MWa 2.00
13 MWa new Grendel 2.00
14-15 MWa 2.00
16 MWa B:Mage 4.00
17-40 MWa 2.25

[illegible]

DARK HORSE (1995-current)
1 reprints Hunter Rose stories 3.95

GRENDEL: DEVIL BY THE DEED

DARK HORSE (1986)
1 MWa reprints 1st Grendel GN (pub'd by Comico),new MWa cvr,pin-ups by KJo,MAl,others 3.95

[illegible]

DARK HORSE (1993-1994)
1-6 TKr JRb 2.95
TPB reprints #1-6 ..... 17.95

DEVIL IN OUR MIDST (1994)
1-5 crisis at Ice Station Hellman 2.95

DEVILS AND DEATHS (1994)
1 EBi DAr dying Grendel sets out to fulfill one last mission,Matt Wagner backup 2.95
2 EBi DAr final issue,MWa backup 2.95

DEVIL'S CHOICES (1995)
1 EBi DAr clan at war 2.95
2 EBi DAr Goran falls for Marica 2.95
3 EBi DAr Manca fights Goran 2.95
4 EBi DAr final issue 2.95

THE DEVIL'S HAMMER (1994)
1 RWa BMr/KDe 1:P Christus 2.50
2-3 RWa BMr KDe 2.95

HOMECOMING (1994-1995)
1 PMc Susan returns to town she grew up in 2.95
2 PMc/DCp Susan thinks she's found love, also, MWa backup story 2.95
3 PMc/DCp final issue 2.95

GRENDEL: WAR CHILD

DARK HORSE (1992-1993)
1 PMc MWa 5.00
2-9 PMc MWa 3.00
10 MWa final issue,dbl sz, wraparound cover 4.00
HC lmt'd signed ed. rep. #1-10 ..... 99.95
TPB reps. mini-series, plus new material and art gallery 18.95

[illegible]

IMAGE (1995)
1-shot DNo SSe 6.00

SERIES (1995-current)
1 WildStorm Rising: p.S. includes 2 cards 3.00
1A newsstand edition, no cards 1.95
2 City Of Angels, p1 ..... 2.50
3 Diabolik 2.50

[illegible]

PACIFIC (1982-1984)
1 SAr 25.00
2 SAr 15.00
3-7 SAr 10.00
8 SAr 12.00

EPIC/MARVEL (1985-1994)
1 SAr MEv 7.00
2 SAr MEv 5.00
3-12 SAr MEv 4.00
13-28 SAr MEv 3.00
29 SAr MEv 4.00
30-41 SAr MEv 2.00
42-69 SAr MEv 1.25
70-86 SAr MEv 1.25
87-99 SAr MEv 2.25
100 ..... 2.95
101-120 ..... 2.25

GROO ADVENTURES
TPB 8.95

EXPOSE
TPB SAr MEv reprints #17-20 ..... 9.95

FESTIVAL
TPB SAr MEv reprints #21-24 ..... 10.95

GARDEN
TPB SAr MEv reprints #25-28 ..... 10.95

IMAGE (1994-current)
1-7 SAr MEv 1.95
8 SAr MEv 1.95

[illegible]

EPIC/MARVEL (1989-1990)
1 SAr MEv 6.00
2-6 SAr MEv 3.00

[illegible]

ECLIPSE (1984)
1 SAr 30.00

GUARDIANS OF METROPOLIS

DC COMICS (1994)
1 KDw KKe mini-series for classic Kirby characters 1.50
2-4 KDw KKe 1.50

GUARDIANS OF THE G[illegible]

MARVEL (1990-1995)
1 JVa JVa O:Guardians 6.00
2 JVa JVa vs Stark 3.00
3-8 JVa JVa 2.00
9-11 JVa World of Mutants, p1-3 ..... 2.00
12 JVa JVa 2.00
13-14 JVa JVa Spirit Of Vengeance 2.00
15-20 JVa JVa 2.00
21 JVa JVa Rancor,RLd cover 1.50
22 JVa JVa R:Starhawk,Rancor 1.50
23 JVa JVa Starhawk 1.50
24 JVa JVa Silver Surfer,Galactus 1.50
25 JVa JVa Silver Surfer defeats Galactus,laser-foil cover 2.50
26-32 ..... 1.25
33-38 KWe MGa 1.25
39 KWe MGa Dr. Doom vs Rancor emb'd holo-grafx foil cvr,dbl sz 2.95
40-47 ..... 1.25
48 KWe MGa R:Overkill 1.25
49 KWe MGa 1:Scathan 1.25
50 KWe MGa Future History,p1, double size,for embossed cvr 2.95
50A regular cover 1.50
51-57 ..... 1.50
58 Starhawk meets Silver Surfer 1.50
59 Starhawk learns father's identity 1.50
60 Starhawk steals the 30th century Silver Surfer's Quantum Bands 1.50
61 truth about Starhawk's parents. 1.50
62 double-size last issue 2.50
ANNUAL 1 ..... 2.50
ANNUAL 2 HTr JVa System Bytes, 1:Galactic Guardians 2.50
ANNUAL 3 CDo MGa 1:Irish Wolfhound,bagged w/card 2.95
ANNUAL 4 Rancor returns 2.95
TPB rep #1-6 ..... 12.95

[illegible]

DC COMICS
REBORN (1992)
1-3 JSo CJo Prestige Format,Lobo, Guy Gardner without ring 4.95

REG. SERIES (1992-current)
0 MBy BSt secrets of new powers 1.50
1-14 ..... 1.50
15 JSt CDi JLA,vs doppleganger 1.50
16 new direction,vs brother 1.50
becomes *Guy Gardner, Warrior*
17 MBy CDi Guy changes name

to Warrior,new costume 1.50
18 MBy CDi vs Militia 1.50
19 MBy CDi E. Twilight aftermath 6.00
20 MBy BSt JLA,vs Hal Jordan 5.00
21 MBy BSt vs Hal Jordan 4.50
22-23 MBy BSt 1.50
24 ZERO HOUR, new powers 1.50
25 dbl-sz, with pin-up gallery 2.50
26 battles Black Serpent in NYC 1.50
27-28 Gardner's Punishment, p1-2 ..... 1.50
29 [illegible] Fest, double "barn-door" [illegible] 2.95
29A reg. cvr with different image 1.50
30 Superman & Supergirl 1.50
31 Superman & Sentinel fight Dementor to save Guy 1.75
32 Way of the Warrior, p1 ..... 1.75
33 Way of the Warrior, p4 ..... 1.75
34 Way of the Warrior, p7 ..... 1.75
ANNUAL 1 caught in middle of battle 3.50

[illegible]

DARK HORSE (1995)
1-shot FMi DGb trio of stories 2.95

[illegible]

VALIANT (1992-1995)
0 w/Trade Paperback 10.00
0 Sendaway,pink logo 30.00
1 DLo ISh 1:Harbinger 30.00
1A coupon cut out 4.00
2 DLo ISh 15.00
2A coupon cut out 3.00
3 DLo ISh vs Aliens,X-O x-over 10.00
3A coupon cut out 3.00
4 DLo ISh scarce 10.00
4A coupon cut out 3.00
5 DLo ISh Stind vs Solar 10.00
5A coupon cut out 3.00
6 DLo ISh Solar,D:Torque 8.00
6A coupon cut out 2.00
7-8 ..... 5.00
9 DLo unity ch16 birth:Kns child 5.00
10 DLo H.A.R.D. Corps 6.00
11 DLo Elfquest crossover 3.00
12 DLo 3.00
13 DLo Wrath of Subterranean Underground Dwellers 2.50
14 HSi MFo Harada 4.00
15 HSi MFo Harada 3.00
16 HSi MFo 2.50
17-24 ..... 2.50
25 HSi MFo Sting vs Harada 2.50
26-32 ..... 2.50
33 SCh MFo Chaos Effect Prelude 2.50
34 Chaos Effect-Delta,p1 ..... 2.50
35-40 ..... 2.50
41 JRs KVh final issue; The Harbinger kills Sam 2.50
TPB Diamond-Blue 15.00
TPB 2nd printing, does NOT include copy of Harbinger #0 ..... 9.95
TPB 2 reps #6-7, #10-11 ..... 9.95

[illegible]

VALIANT (1994-current)
1 the story of Toyo Harada 2.50
2 The Harbinger-Harada's ultimate weapon! 2.50

HARD BOILED

DARK HORSE (1990-1991)
1 GDa FMi 6.50
2-3 GDa FMi 6.00
TPB 14.95
HC w/16 extra pgs; signed and numbered 99.95

[illegible]

MALIBU (1993-current)
1 ICl IHu 1:Hardcase,Forsa,D.I. Blast,Headknocker Starburst & NM-E.Ultraverse #0 coupon 4.00
1B hologram edition 8.00
1C Ultra-limited/foil edition 4.00
1D gold hologram edition 8.00
2 ICl Hu Choice,bagged w/card 3.00
3 ICl Hu vs Omega Team 2.00
4 Hardcase/Strangers x-over,p1 ..... 2.00
5 SBe IHu vs Hardwire. Rune chapter & #0 coupon 2.00
6 SBe JHu Hardcase vs Hardwire 2.00
7-19 ..... 2.00
20 BAn IHu H'case's life in chaos 2.00
21 tries to rebuild life 2.00
22 Mundiquest,p1 ..... 2.00
23 Loki (from THOR) appears 2.50
24 confronts Rex Mundi 2.50
25 Mundiquest concludes 2.50
ASHCAN 1 ..... 12.00

[illegible]

VALIANT (1992-1995)
1 DLo DMi gatefold cover 3.00
1A gold logo variant 15.00
2 MLe DMi Las Vegas,Harada 2.50
3-4 MLe DMi 2.50
5 Bloodshot 2.50
5A w/Comic Defense logo 5.00
6-8 ..... 2.25
9 MLe DMi 2.25
10-29 ..... 2.25
30 final issue 2.25

[illegible]

DC COMICS (1993-current)
1 Direct Market 3.00
1A Platinum Edition 5.00
1A Newsstand 1.75
2-15 ..... 1.50
16 new version of HW,collector's ed.,"barn-door" cover by JBy 3.95
16A regular edition,JBy cvr 1.95
17 Worlds Collide x-over,p2 ..... 1.50
18 Worlds Collide,p9 ..... 1.75
19-24 ..... 1.75
25 double-size 2.95
26-28 ..... 1.75
29 "Long Hot Summer" story continues in this specially priced issue 1.00
30 villains plan to divvy up Dakota 2.50
31 "Summer" story; riot in park 2.50

HARLAN ELLISON'S DREAM CITY

DARK HORSE
SPECIAL (1995)
1 collection of Ellison stories illustrated by various artists 4.95

IF YOU MISSED

ETERNAL WARRIOR #40 Gilad shuts down a group that raised captive children to be involuntary organ donors. They got transplant organs the old-fashioned way...they grew them.

WIZARD PRICE GUIDE

SERIES (1995-current)
1 illust'd Ellison tales, including "I Have No Mouth, and I Must Scream" 2.95
2-4 more Ellison adaptations 2.95
5 ....2.95

HAT

FANTAGRAPHICS (1990-current)
1 ....20.00
2 ....15.00
3-4 ....10.00
5-6 ....7.00
7 ....6.00
8-10 ....5.00
11 ....4.00
11A 2nd printing 2.50
12 ....4.00
13-14 ....2.50
15 ....3.25
16 now in full-color 2.95
17-18 Buddy and Lisa in full-color 2.95
19 ....2.95

HAWKEYE

MARVEL Mini-series (1983)
1 MGn Mockingbird 2.50
2-4 MGn Mockingbird 2.00
TPB reprints #1-4 ....5.95
MINI-SERIES (1994)
1 SKo CDi 1.75
2 SKo CDi discovers creature in Rockies (Rover) 1.75
3 SKo CDi War M ,new costume 1.75
4 SKo CDi vs Secret Empire 1.75

HAWKMAN

DC COMICS (1964-1968)
1 MAn GFo 1:Chac 430.00
2 MAn GFo Trails 155.00
3 MAn GFo Sky Raiders 85.00
4 MAn GFo 1,Zatanna 105.00
5 MAn GFo Shadow Thief 80.00
6 MAn GFo 1:Wingors 75.00
7 MAn GFo 1:C.A.W 60.00
8 MAn GFo Vulcan robot 60.00
9 MAn GFo Matter Master,Atom 60.00
10 MAn GFo C.A.W. 60.00
11 MAn GFo Shrike 40.00
12 MAn GFo Avron Kull 40.00
13 MAn GFo vikings 40.00
14 MAn GFo C.A.W 40.00
15 MAn GFo Makkar 40.00
16-27 ....25.00
TPB 19.95
2ND SERIES (1986-1987)
1 RHw Tls O:Hawkman 3.00
2-17 ....1.25
3RD SERIES (1993-current)
0 Zero Hour aftermath; assesses new powers 1.95
1 JDr JOs new costume, foil-enhanced cover 4.00
2-11 ....1.75
12 SLb WLo origins of Hawkgod 1.95
13 SLb WLo ZERO HOUR,teams with G'den Age H'kman & H'kgirl 1.95
14-20 SLb WLo 1.95
21 RLi WLo Shadow Thief and new Gentleman Ghost 2.25
22 RLi WLo Way of the Warrior, p3 ....2.25
23 SLb WLo Warrior,p6 J. League 2.25
24 SLb WLo Lionmane 2.25
ANNUAL 1 JDr JOs Bloodlines,p17, 1 Mongrel 3.50

HAWKWORLD

DC COMICS
MINI-SERIES (1989)
1 TTr O:Hawkman,PF 6.00
2-3 TTr O:Hawkman,PF 4.00
REG. SERIES (1990-1993)
1 GNo JOs O:Hawks 3.00
2 GNo JOs vs Byth 2.00
3-32 ....1.50
ANNUAL 1 Flash 2.95
ANNUAL 2 Arm 2001 ....2.95
ANNUAL 2A 2nd print,Silver 2.95
ANNUAL 3 Eclipso 2.95
TPB reprints mini-series #1-3 ....16.95

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HEARTS OF DARKNESS

MARVEL (1992)
PF JRi HMa Ghost Rider,Punisher, Wolverine vs Mephisto 4.95

HELLBLAZER

DC COMICS (1988-current)
1 JRi JDe John Constantine 22.00
2-5 JRi JDe 11.00
6-12 ....6.50
13-18 ....5.50
19 Sandman 10.00
20-24 ....5.00
25-26 ....4.00
27 DMk NGa 10.00
28-48 ....4.00
49 SDi GEn 4.00
50 Lord of Vampires 4.50
51-55 ....2.75
56-62 ....2.50
63 B: Vertigo 3.00
64-65 ....2.50
66-69 ....1.95
70-86 SDn GEn 1.95
87 SPh ECa Notions,p3, in Australia 1.95
88 SPh ECa Warped Notions,p4 ....1.95
89 SPh PJe Rainbow Serpent 2.25
90 SPh PJe Dreamtime, p2 ....2.25
91 SPh PJe ghostly field 2.25
92 SPh PJe Critical Mass, p1 ....2.25
93 SPh PJe Critical Mass, p2 ....2.25
ANNUAL 1 ....5.00
SPECIAL 1 SDn GEn self-contained story,portfolio section 3.95
DANGEROUS HABITS (1994)
TPB reprints #41-46 ....14.95
ORIGINAL SINS (1992)
TPB reprints #1-9 ....19.95

HELLINA

LEGEND/DARK HORSE (1994)
1 MMi 5.00
2 MMi ,By search for clues 5.00
3 MMi explores decaying temple 5.00
4 MMi JBy chilling climax 5.00
SEED OF DESTRUCTION (1994)
TPB reprints series story 17.95
HC reprints series, w/new art, signed and numbered w/slipcase 99.95

HELLINA

LIGHTNING (1994)
1 Hellina goes after cult; w/gallery 2.75
1A limited commemorative ed.,silver metallic ink cvr, numbered 5.00
1B signed & numbered 5.00
TPB reprints Hellina appearences 8.95

HELLINA KISS OF DEATH

LIGHTNING (1995)
1 teams with Perq against Despair 2.75
1A variant cvr, featuring Hellina in the nude; bgd, certified & number'd 9.95

HELLINA TAKING BACK THE NIGHT

LIGHTNING (1995)
1 Hellina faces dead boyfriend 2.75
1A variant cvr, featuring Hellina in the nude; bgd, certified & number'd 9.95

HELLRAISER

EPIC/MARVEL (1989-1993)
1 Clive Barker stories 6.00
2 ....5.00
3-4 ....4.00
5-9 ....4.00
10-20 ....4.00
BOOK OF THE DAMNED (1991)
1-4 MMi DCh 4.95
DARK HOLIDAY SPECIAL (1992)
1 ....4.95
SUMMER SPECIAL (1992)
1 ....5.95

HELLSHOCK

IMAGE (1994-current)
1 JAi the coming of Hellshock 2.50
2 JAi learns about powers & origin 1.95
3 JAi must destroy powerful new evil 1.95
4 JAi origin concludes 1.95
4A variant cover 6.00

HERCULES

MARVEL
MINI-SERIES (1982)
1-4 BLa BLa 2.00
2ND SERIES (1984)
1-4 BLa BLa 1.50
FULL CIRCLE (1988)
GN 6.95
PRINCE OF POWER
TPB 6.95

HERCULES UNLEASHED

MARVEL (1985)
1 X-Men 6.00

HERO FOR HIRE

MARVEL (1972-1973)
1 1 Luke Cage 45.00
2-5 ....16.00
6-8 ....10.00
9 vs Dr Doom 10.00
10-12 ....9.00
13-16 ....7.00
becomes *Power Man*

HERO FOR HIRE

IMAGE
1 ....3.00

HOUSE OF MYSTERY

DC COMICS (1952-1983)
1 ....1,050.00
2 ....425.00
3 ....350.00
4 ....275.00
5 Becomes a monthly series 250.00
6-8 ....200.00
9-14 ....175.00
15-20 ....150.00
21-26 ....125.00
27-32 ....100.00
33-35 ....85.00
36 1st Code-approved issue 100.00
37-50 ....70.00
51-60 ....55.00
61 JKi 65.00
62 ....50.00
63 JKi 65.00
64 ....50.00
65-66 JKi 65.00
67 ....50.00
68-69 ....40.00
70 JKi 55.00
71 ....35.00
72 JKi 55.00
73-75 ....35.00
76 JKi 55.00
77-83 ....35.00
84-85 JK 55.00
86-99 ....35.00
100 ....40.00
101-116 ....30.00
117-119 ....25.00
120 Alex Toth 32.00
121-142 ....20.00
143 M Manhunter 200.00
144 M.Manhunter 100.00
145-155 M.Manhunter 60.00
156 B:Dial H for Hero 75.00
157-159 M.Manhunter 60.00
160 Robby Reed as Plasticman 90.00
161-172 M.Manhunter 45.00
173 Last M.Manhunter 45.00
174-177 ....10.00
178 NAd 20.00
179 BWr Wrightson's 1st pro work 60.00
180-181 BWr 10.00
182 ....8.00
183 BWr 10.00
184 ....6.00
185 Williamson 9.00
186 NAd BWr 15.00
187 ....4.00
188 BWr 11.00
189-190 ....4.00
191 BWr 11.00
192-193 ....4.00
194 ....3.00
195 BWr JKi Swamp Thing prototype Double size 30.00
196-198 ....3.00
199 ....5.00
200-203 ....3.00
204 BWr cover & art 15.00
205-206 ....3.00
207 ....4.00
208-223 ....3.00
224 NAd BWr Begin; 100 pgs 16.00
225-229 100 pgs 5.00
230-321 ....4.00

HOUSE OF SECRETS

DC COMICS (1956-1978)
1 ....750.00
2 ....300.00
3 JKi cover art 265.00
4 JKi 195.00
5-6 ....100.00
7 ....90.00
8 JKi 150.00
9-11 ....90.00
12 JKi cover & art 150.00
13-18 ....70.00
19-22 ....55.00
23 1&O: Mark Merlin Begins series 155.00
24 2nd Mark Merlin 55.00
25-30 ....45.00
31-50 ....35.00
51 1st 12¢ cover price issue 30.00
52-60 ....30.00
61 1st & B:Eclipso 155.00
62 Eclipso 65.00
63-65 Eclipso 55.00
66 1st Eclipso cvr 105.00
67 Eclipso 50.00
68-72 Eclipso 45.00
73 B:Prince Ra-Man,Eclipso 45.00
74-80 Eclipso 45.00
81-91 ....10.00
92 BWr 1 Swamp Thing 360.00
93-154 ....4.00

HOWARD THE DUCK

MARVEL (1976-1979)
1 A. Spider-Man 11.00
2-11 ....2.00
12-13 1 KISS in comics 4.00
14-33 ....1.50
Annual 1 ....1.50
MOVIE ADAPTATION (1986-1987)
1-3 ....1.00

HULK

MARVEL (1994-1995)
1 MDa Gjo future Hulk clashes with Draco; foil-stamped cvr 2.50
2-6 ....1.50
7 Doom and Dr. Apollo 1.95
8 Doom steals gamma powers 1.95
9 quake triggers gamma disaster 1.95
10 final issue 1.95

HUNTER'S WARD

PARADOX, DC COMICS (1995-current)
1 3 part mini-series, about hunt for serial killer 4.95
2 ....4.95

THE HUNTRESS

DC COMICS (1989-90)
1 JSo JCa O:Huntress 1.50
2-15 JSo JCa 1.00

16-19 JSo JCa 1.00

SERIES (1994-current)

1 MNe CDi vs crime family 1.50
2 MNe CDi identity uncovered 1.50
3 MNe CDi pursuit of Tough Tony 1.50
4 MNe CDi vs.Redzone,finds Spano 1.50

HARRIS (1995-current)

0 menace of deadly drug; includes reprint of Warren's VAMPI #1, and second half of coupon for poster 2.95

MARVEL (1984-1985)

1-4 AKp JDm 2.00

DC COMICS (1993-current)

1 Direct,bagged edition w/card 2.95
1A Newsstand 1.50
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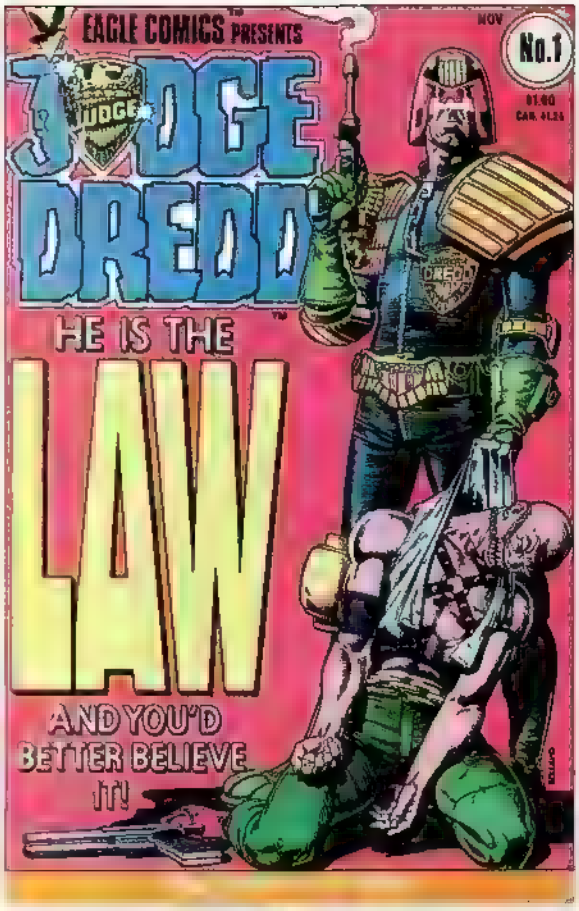
2-49 .....
50 Double size .....
51-60 .....
61 little changes to Judge Dredd Classics
62-77 .....
AMERICA
BOOK 1 1 America .....
BOOK 2 .....
CRIME FILES
1-3 .....
DREDD BY BISLEY
SC .....
EMERALD CITY
SC .....
HARDCASE PAPERS
1-4 reprints .....
SPECIAL EDITION .....
THE HUNT FOR BLACK WIDOW
SC vs Black Widow 2.95
MECHANISMO
SC vs robot judges .....
RAPTAUR
BOOKS 1-2 vs Raptaur.....2.95
TALE OF THE DEAD MAN
GN Dredd quits 8.95

DC COMICS (1994-current)
1 MOm AHe new adv's of UK hero 3.00
2-10 .....1.95
11 JWi AHe 2.25
12 JWi AHe the Wally Squad 2.25
13 Block Wars p1 .....2.25
14 Block Wars,p2 .....2.25

TITAN BOOKS (1995)
SC reps. Dredd's battles w/gang 23.50



SQ PRODUCTIONS (1995)
.....ntage "Dredd" tales 7.95

DC COMICS (1994-current)
.....1.95
.....2.25
.....Grace p1 .....2.25
.....2.25
.....who framed him.....2.25

.....1995
.....newspaper strips 14.95

DC COMICS 1995
.....seeks criminal who 5.95

.....(1993-current)
.....prism cvr 5.00
2 Halloween polybag,Perg card.....3.50
.....signed & numbered 9.95
.....2.95
10 1:Visage,Rook,Autobahn,Tracker .2.95

DC COMICS (1987)
1 KG KG 1 Maxwel Lord 7.00
2 KGi KGi 1:post-Crisis Blue Jay Silver Sorceress & Wandlina 4.00
3 KG KG Rocket Reds 3.00
3A test logo.....70.00
4-6 .....3.00
ANNUAL 1 DGi KGi vs plague 4.00
SPECTACULAR 1 .....1.50
becomes Justice League International (1st)

DC COMICS (1989-current)
previously Justice League International (1st)
0 Zero Hour aftermath;Wonder Woman forges new team 1.50
26-30 .....2.00
31 AHu KGi new costumes for Fire & Ice,Dr Fate Spectre,Teasdale imperative,p1,ILE 3.00
32 AHu KGi p3,jLE vs Gray Man 3.00
33 AHu KGi Kilowog,Aquaman, 1:Kooey Kooey Kooey 3.00
34 AHu KGi Aquaman Injustice League Club jLA 3.00
35 AHu KGi 1:Cat,Aquaman 3.00
36 AHu KGi 1:Mr Nebula, Scarlet Skier.....2.00
37 AHu KGi Q:Booster Gold, R:Despero.....2.00
38 AHu KGi vs Despero,D:Sargeant Steel,D:Gypsy's parents,Spy magazine parody 2.00
39-49 .....2.00
50 LMe KGi p5,double size, anniv issue,O:General Glory 2.00
51 AHu KGi G'Nort Kilowog 2.00
52 TEe KGi Max shot,Beetle vs Gardner.....2.00
53 Breakdowns,p1 .....2.00
54 CWo KG 1 Tasmanian Devil, I:Dr Light,Fire & Ice fired p3 .....2.00
55 CWo KG p5,Global Guardians 2.00
56 CWo KGi p7,JLA mountain 2.00
57 CWo KGi p9,Lobo,R:Extremists, Dreamslayer possesses Max 2.00
58 BSe KGi p11,Lobo vs Despero, Conglomerate 2.00
59 BSe KGi p13,1 new Extremists.....2.00
60 JDm KGi p15 O:everybody 2.00
61 DiL DiL 1:Weapons Master new League 2.00
62-64 .....1.50
65-68 .....1.50
69 vs Doomsday 8.00
70 Funeral for a Friend begins 5.00
70A newsstand(w/o outer cvr).....2.00
71 SVe DiL new JLA,W Woman becomes leader,O:Ice 3.00
71A newsstand(w/o outer cvr).....1.50
72-82 .....1.50
83-91 .....1.50
92 ZERO HOUR 2.00
93-97 CWj GJo 1.50
98 J: new Wonder Woman, Ice Maiden, Blue Devil 1.50
99 battle to save town.....1.50

FLASH #103 Wally helps Linda find out what information got her ex-husband killed. It points to demon-worshipping, and if the three angry looking werewolves they bang into are any indication, I'd say they're on the right track.

WIZARD PRICE GUIDE

100 CWj GJo dbl-sz, holographic foil-enhanced cvr ... 3.95
100A different cvr, no enhancement 2.95
101 CWj GJo Way of the Warrior,p2 1.75
102 CWj GJo Way,p5; team captured 1.75
103 CWj GJo P.Girl searches for child 1.75
ANNUAL 4 MMk KC Justice League Antarctica 2.00
ANNUAL 5 SCa KGi Arm 2001 2.00
ANNUAL 5A 2nd print Silver 2.00
ANNUAL 6 Eclipso 2.00
ANNUAL 7 GJa WLo Bloodlines, p15,1:The Terrorsmith 2.00
ANNUAL 8 NFe DVa Elseworlds storyline 2.95
ANNUAL 9 "Year One" story 3.50

JUSTICE LEAGUE BOOKS

DC COMICS

A NEW BEGINNING (1989)

TPB rep JL #1-6,JLI #7 ... 12.95

JUSTICE LEAGUE ARCHIVES (1993)

1 HC rep Brave & Bold #28-30, JLA(1st) #1-6 ... 39.95
2 HC reprints JLA (1st) #7-14 ... 39.95
3 HC reprints JLA (1st) #15-22 ... 49.95

SECRET GOSPEL OF MAXWELL LORD

TPB rep JL #8-12,JL Ann. #1 ... 12.95

JUSTICE LEAGUE EUROPE

DC COMICS (1989-1993)

1 BSe KGi new embassy ... 3.00
2-6 ... 2.00
7 BSe KGi Teasdale Imperative, p2, JLA, Spectre ... 2.00
8 BSe KGi p4,JLA,Power Girl hurt ... 2.00
9 Superman saves Power Girl ... 2.00
10 BSe KGi 1st Crimson Fox, Batman ... 2.00
11-19 ... 2.00
20-25 ... 1.25
26-28 ... 1.25
29-36 ... 1.25
37 RRa GJo Batman 1 Deconstructo. new JLE ... 1.25
38-40 ... 1.25
41-49 ... 1.25
50 double size anniv issue, team changes name to JLI ... 2.50
ANNUAL 1 LMe KGi vs Global Guardians ... 2.00
ANNUAL 2 SCa KGi Arm 2001 ... 2.00
ANNUAL 3 Eclipso ... 2.00

becomes *Justice League International (2nd)*

JUSTICE LEAGUE

DC COMICS (1987-1989)

previously Justice League

7 KMa KG Captain Atom F.Rocket Red double size ... 4.00
8 KMa KG O Batman ... 2.00
9 KMa KGi Millennium ... 2.00
10 KMa KGi Millennium ... 2.00
11 KMa KGi O Maxwell Lord ... 2.00
12 KMa KGi O Maxwell Lord ... 2.00
13 KGi KGi Suicide Squad ... 2.00
14 SCa KGi 1 J.Ron 1 Manga Khan J.Fire & Ice ... 2.00
15 vs Manga Khan ... 2.00
16 KMa KGi Queen Bee ... 2.00
17 KMa KGi kicked out of Bwiya ... 2.00
18 KMa KGi Lobo ... 2.00
19 KMa KGi Lobo vs Guy Gardner J:Hawkman & Hawkwoman ... 2.00
20 TTe KGi Lobo,Apokolips ... 2.00
21 TTe KGi Lobo,Darkseid ... 2.00
22 KMa KGi Invasion,W Woman ... 2.00
23 KMa KGi Invasion,Injustice League ... 2.00
24 TTe KGi 1 JLE,dbl size ... 4.00
25 MMk KGi vs Vampires ... 2.00
ANNUAL 2 Joker ... 4.00
ANNUAL 3 MMk KG ... 3.00

becomes *Justice League America*

2ND SERIES (1993-1994)

previously Justice League Europe

51-57 ... 1.25
58-68 ... 1.25
ANNUAL 4 MPr GJo ... 2.00

QUARTERLY

1-17 ... 2.50

SPECIAL (1990-1991)

1 JPh KGi Mr Miracle Manga Khan ... 2.50

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2 JSo JCa Q:Huntress ... 2.50

JUSTICE LEAGUE

DC COMICS (1960-1987)

1 MSe GFo 1:Despero ... 2,700.00
2 MSe GFo 1 Simon Magus,Magic Land crossover story ... 625.00
3 MSe GFo 1 Kanjar Ro ... 450.00
4 MSe GFo J.Green Arrow ... 3.50
5 MSe GFo Dr Destiny ... 230.00
6 MSe GFo 1 Professor Amos Fortune wheel of misfortune ... 190.00
7 MSe GFo Jun-house aliens ... 190.00
8 MSe GFo JLA for sale ... 190.00
9 MSe GFo O retold,J. League ... 340.00
10 MSe GFo 1:Felix Faust ... 190.00
11 MSe GFo vs Lord of Time ... 140.00
12 MSe GFo 1 Doctor Light ... 140.00
13 MSe GFo vs Robot Justice League,Speedy,Jimmy Olsen ... 140.00
14 MSe GFo 1:Atom ... 140.00
15 MSe GFo parallel Earth ... 140.00
16 MSe GFo imaginary case ... 110.00
17 MSe GFo Tornado Tyrant ... 110.00
18 MSe GFo Micro-Universe ... 110.00
19 MSe GFo duplicate JLA ... 100.00
20 MSe GFo Spaceman X ... 90.00
21 MSe GFo Re-intro JSA 1 Black Canary 1 Dr Fate 1 Hourman ... 215.00
22 MSe GFo SA ... 180.00
23 MSe GFo 1 Queen Bee ... 60.00
24 MSe GFo Adam Strange ... 60.00
25 MSe GFo 1 Draad ... 60.00
26 MSe GFo Despero ... 60.00
27 MSe GFo Amazo ... 60.00
28 MSe GFo J.Ron,Robin ... 60.00
29 MSe GFo 1 Crime Syndicate of America,1:Earth-3 ... 60.00
30 MSe GFo SA vs CSA ... 60.00
31 MSe GFo Hawkman ... 60.00
32 MSe GFo 1 Brainstorm ... 40.00
33 MSe GFo Alien-ator ... 40.00
34 MSe GFo Joker ... 40.00
35 MSe GFo unknowns ... 30.00
36 MSe GFo Brainstorm ... 30.00
37 MSe GFo 1 Mr Terrific ... 60.00
38 MSe GFo 1:Lawless League of Earth-A,JSA ... 60.00
39 80 Pg Giant G-16 ... 75.00
40 MSe GFo Penguin ... 30.00
41 MSe GFo 1 The Sea ... 30.00
42 MSe GFo O retold Metamorpho ... 25.00
43 MSe GFo 1 Royal Flush Gang ... 25.00
44 MSe GFo giant JLA ... 25.00
45 MSe GFo 1 Shaggy Man ... 25.00
46 MSe GFo Solomon Grundy 1st Silver Age app of Sandman ... 90.00
47 MSe GFo Animal Terman ... 25.00
48 80 Pg. Giant G-29 ... 35.00
49-54 ... 16.00
55 MSe GFo 1 Adult Robin of Earth 2 ... 50.00
56 MSe GFo JSA ... 20.00
57 MSe GFo Brotherhood Week ... 16.00
58 80 Pg Giant G 41 reprints JLA #1,6,8 ... 30.00
59 MSe GFo O retold:Flash ... 16.00
60 MSe GFo Batgirl ... 16.00
61 MSe GFo Lex Luthor,Penguin ... 10.00
62 MSe GFo murder mystery ... 10.00
63 MSe GFo vs the Key ... 10.00
64 DDi GFo SA 1&O Red Tornado Red Tornado joins the JSA ... 15.00
65 DDi GFo Amazo Starro ... 10.00
66 DDi DNe vs the O'Hara army ... 10.00
67 80 Pg Giant G 53 reprints #4 14.31 ... 25.00
68 DDi DNe vs Nevermas ... 10.00
69 DDi DNe Q:Wonder Woman ... 10.00
70 DDi DNe the Creeper ... 10.00
71 DDi DNe Ost Q Martian Manhunter Martian people ... 9.00
72 DDi DNe Hawkman turned to salt Red Tornado ... 7.00
73 DDi DNe 1 Aquanus,JSA ... 7.00
74 DDi DNe JSA vs JLA ... 7.00
75 DDi DNe 1 Black Canary II ... 7.00
76 80 pg. Giant G-65, rep. #7,12 ... 15.00
77 DDi DNe Q:Snapper Carr ... 7.00
78 DDi DNe 1:Vigilante of Earth-1, 1 the Doomsters ... 5.00
79 DDi DNe D:Chokh,Vigilante ... 5.00
80 DDi DNe 1 Norch Lor ... 5.00
81 DDi DNe Norch Lor defeated ... 5.00
82 DDi DNe 1 Bat Man of Earth-2, JSA,Superman of Earth-2 ... 5.00
83 DDi DNe Spectre comes to Earth-1 JSA ... 5.00
84 DDi RKa vs Dr Viktor Willard ... 5.00
85 80 Pg. Giant, rep. #10,11 ... 15.00
86 DDi MFr starvation story ... 5.00
87 DDi MFr Zatanna,1 Blue Jay, 1.Silver Sorceress,1 Wandjina, 1 Jack B. Quick ... 10.00
88 DDi MFr ... 5.00
89 DDi MFr Black Canary story ... 5.00
90 DDi MFr pollution story ... 5.00
91 DDi MFr JSA,Robin ... 5.00
92 DDi MFr JSA,1:Robin's new costume,Solomon Grundy ... 5.00
93 80 Pg Giant G-89, rep.#13,18 ... 15.00
94 NAd/DDi MFr Deadman takes control of Aquaman ... 25.00
95 DDi MFr Johnny Dune reprints origins:Dr Fate & Dr Mid-Nite ... 10.00
96 DDi MFr 1,Starbreaker ... 5.00
97 DDi MFr Starbreaker O:ILA ... 5.00
98 DDi MFr Sargon the Sorcerer ... 5.00
99 DDi MFr Sargon the Sorcerer made an honorary Leaguer ... 5.00
100 DDi LWe SA,1:Vigilante of Earth-2,1 Star-Spangled Kid, 1:Stripesy,1:Shining Knight ... 8.00
101 DDi LWe vs Iron Hand ... 5.00
102 DDi LWe SA ... 5.00
103 DDi LWe Phantom Stranger ... 5.00
104 DDi LWe Shadow Man ... 5.00
105 DDi LWe J:Elongated Man ... 5.00
106 DDi LWe Ost Red Tornado ... 5.00
107 DDi LWe 1:Black Condor 1 Phantom Lady,1:Uncle Sam, 1 Doll Man,1 The Ray ... 10.00
108 DDi LWe vs Nazis of Earth-X, Freedom Fighters ... 5.00
109 DDi LWe Q:Hawkman ... 5.00
110 DDi LWe Begin 100 pages ... 6.00
111 DDi LWe ... 6.00
112 DDi LWe ... 6.00
113 DDi LWe JSA,O:Sandy ... 6.00
114 DDi LWe End 100 pages ... 6.00
115 DDi DNe Martian Manhunter ... 3.00
116 DDi CBa 1&O:Golden Eagle ... 3.00
117 DDi EMa J:Hawkman ... 3.00
118 DDi EMa Adaptoids vs Earth ... 3.00
119-128 ... 3.00
129-150 ... 2.00
151-180 ... 2.00
181 DDi GCy Q:Green Arrow ... 2.00
182 DDi GCy Felix Faust ... 2.00
183-199 ... 2.00
200 72 page anniv issue multi-ple art sts & guests ... 4.00
201-249 ... 1.50
250 LMc GCy J:Batman ... 3.00
251-260 ... 1.50
261 LMc JDe Q:Vixen ... 4.00
ANNUAL 1 RHo PLe Dr. Destiny ... 5.00
ANNUAL 2 CPa GCy new line-up ... 4.00
ANNUAL 3 RHo DMi Crisis, Red Tornado changes ... 4.00

JUSTICE LEAGUE TASK FORCE

DC COMICS (1993-current)

0 Martian Manhunter rebuilds team ... 2.00
1 w/memb'ship card,Tyranny Gun ... 2.50
2 Tyranny Gun,p2 ... 1.75
3 SVe DMi p3 vs Blitz ... 1.75
4 GMs CDi Gypsy vs Lady Shiva ... 1.75
5 Knightquest The Search,p1 G. Arrow,Gypsy,B. Tiger,join B Wayne in search for Robin's dad ... 2.50
6 K'quest:The Search,p3,vs Santa Prisca underworld ... 1.75
7 SVe PDa League of heroines ... 1.75
8 SVe PDa heroines,p2 ... 1.75
9-23 ... 1.75
24 Von Mauler pursues Gypsy ... 1.75
25 team battles Mystek ... 1.75
26 Martian M'hunter must decide who to cut from team ... 1.75
27 L.Ron & Despero ... 1.75

JUSTICE SOCIETY OF AMERICA

DC COMICS (1991)

1 LSz Flash ... 1.50
2-8 LSz ... 1.00

REG. SERIES (1992-1993)

1-10 MPr LSz ... 1.00

KABUKI: CIRCLE OF BLOOD

CALIBER (1995-current)

1 DAv O: Kabuki ... 4.00
2 DAv Kabuki goes rogue ... 2.95
3 DAv hunted by former colleagues ... 2.95
4 DAv goes after Kai ... 2.95

KABUKI COMPILATION

CALIBER (1995)

1 reps. "Fear the Reaper" & "Dance of Death" ... 7.95

KABUKI: DANCE OF DEATH

LONDON NIGHT STUDIOS (1995-current)

1 DAv series for female assassin ... 3.50

KABUKI: FEAR THE REAPER

CALIBER (1994)

1 DAv 1-shot about female assassin ... 6.00

KAMANDI

DC COMICS (1972-1978)

1 Jack Kirby art 1&O Kamandi ... 25.00
2 JKi ... 16.00
3-6 JK ... 10.00
7-12 JK ... 9.00
13-24 JK ... 6.00
25-31 JKi ... 3.00
32 dbl size JK ... 4.00
33-40 JK ... 3.00
41-58 ... 3.00
59 Jim Starlin art ... 5.00

KAMANDI: THE LAST BOY SCOUT

DC COMICS (1993)

1 FGo TVe Elseworlds mini-series ... 1.75
2-6 ... 1.75

KA-ZAR

MARVEL (1970-1971)

1 rep Daredevil #10 Uncanny X-Men #24 ... 12.00
2 GTu JSg Angel, rep DD #12-13 ... 9.00
3 rep Amazing Spider-Man #57 ... 8.00

2ND SERIES (1974-1977)

1-20 ... 2.00

3RD SERIES (1981-1984)

1-34 ... 1.00

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CN New Savage Land ... 8.95

KEN PARK

DC COMICS (1991)

1-3 DFe GMo O:Kid Eternity ... 5.00

2ND SERIES (1993-1994)

1-16 SPl ANo ... 1.95

KEN PARK SPECIAL

IMAGE (1995)

1 shot hero's early days ... 2.50

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KILL YOUR BOYFRIEND
DC COMICS (1995)
1 PBo GMo Vertigo 1-shot 4.95

KINDER
IMAGE (1994)
1 BBt JLe/BCh secrets about Grifter & Backlash revealed,w/card 9.00
2 BBt JLe/BCh island of mutants 6.50
3 BBt JLe/BCh 1 Team 7 ..... 5.50
3A variant cover 12.50
4 BBt JLe/BCh final issue,w/coup. for JLe print 2.50
TPB reps #1-4 ..... 9.95

KING CLASSIC
MARVEL (1995)
TPB Reprints of Marvel's 2 KISS comic specials from the 70's 10.00

KITTY PRIDE
MARVEL (1984-1985)
1 AMi CCl off to Japan 7.50
2 AMi CCl Ninja Kitty 6.00
3-6 AMi CCl 4.00

KNIGHTHAWK
ACCLAIM/WINDJAMMER (1995)
1 NAd/PSt Eln mini-series for Neal Adams character 2.50
2 NAd/PSt Eln Nemo 2.50
3 NAd/PSt Eln death of close friend 2.50
4 NAd/PSt Eln battles Nemo 2.50
5 NAd/PSt Eln Knighthawk's past 2.50
6 NAd/PSt Eln mini-series concludes 2.50

KNIGHTWALKER
IMAGE (1995-current)
1 hit man becomes superhero 2.50
2 Enter Caine! 2.50
3 must stop the mob's nuclear plot 2.50
4-5 Thrillkill 2.50
6 Savage Dragon 2.50

KORAK
DC COMICS (1994-1995)
1-13 ..... 1.75
14 upgraded to new format 2.50
15 ID revealed, battles St. Cloud 2.50
16 dbl-sz; final issue 3.95

KREEMKRUDWAR
MARVEL (1983)
1-2 reprints Avengers #93-97 ..... 3.00

KRUSTY COMICS
BONGO COMICS (1995)
1 mini-series about the rise & fall of Krustyland; Sideshow Mel b'kup 2.25
2 strange goings-ons at Krustyland, Sideshow Mel b'kup 2.25
3 final iss; Krustyland saga concludes 2.25

KRYPTON CHRONICLE
DC COMICS (1981)
1 CSw EBr pre-Crisis history 1.50
2-3 ..... 1.25

LADY DEATH
CHAOS! COMICS (1994)
1/2 ..... 40.00
1/2 Gold 50.00
1 SHu BPu LD's early years, w/Evil Ernie, chromium cover 70.00
1A limited (5000 copies) gold foil ed. signed by creative team 100.00
2 SHu BPu renounces humanity 40.00
3 SHu BPu trapped w/father 25.00

BETWEEN HEAVEN AND HELL (1995)
1 SHu BPu new mini-series 7.50
1A signed & numbered limited ed. 40.00
1B black velvet edition 50.00
2 SHu BPu loses control of the Endless Graveyard; Purgatori's rage 4.50
3 SHu BPu final battle w/Purgatori 2.75
4 SHu BPu mini-series concludes 2.75

LADY DEATH LIMITED EDITION (1994)
HC foil stamped hardcover,reprints limited series #1-3 ..... 30.00

THE RECKONING (1994)
TPB reprints limited series #1-3 ..... 6.95

SWIMSUIT SPECIAL (1994)
1 enticing poses by various artists 11.00
1A special red velvet edition 42.00

LADY JUSTICE
TEKNO•COM X (1995-current)
1 mysterious force possesses women in order to right wrongs; created by Neil Gaiman 2.25
2 hunt for the Blood Pirates 1.95
3 showdown 1.95

LADY RAWHIDE
TOPPS

SPECIAL EDITION (1995)
1 reprints ZORRO #2-3 ..... 3.95

MINI-SERIES (1995-current)
1 Lady R saves man from lynch mob 2.95

LAERACHIDE
PARADOX/DC COMICS (1994-1995)
1-3 ..... 4.95

LAIRD OF DARKNESS
DC COMICS (1986)
1 DRo RTh 2.50

LAW OF DREDD
FLEETWAY/QUALITY
1 ..... 3.00
2 ..... 2.50
3-33 ..... 1.95

LEGEND OF SUPREME
IMAGE (1994-current)
1-3 Revelations,p1-3 ..... 2.50
4 Supreme leaves Earth 2.50

LEGIONS
DC COMICS (1986-1987)
1 JBy rOs 2.50
2 JBy rOs 1.50
3 JBy rOs 1 Suicide Squad 1.50
4-5 JBy rOs 1.50
6 JBy JOs 1:New JLA 4.00
TPB reprints mini-series 9.95

LEGION
DC COMICS (1989-current)
0 publisher obsessed w/Batman 3.00
1A EHa DOn Shaman, p1, O:Batman,yellow cover 5.00
1B blue cover 5.00
1C orange cover 5.00
1D pink cover 5.00
I EHa DOn p2,Cult of Chubala 2.50
3 EHa DOn p3,vs Cult 2.50
4 EHa DOn p4,Manor attacked 2.50
5 EHa DOn p5,D:Cult 2.00
6 KJa GMo 1 Mr. Whisper 2.00
7 KJa GMo p2,O:Bruce Wayne 2.00
I KJa GMo p3,O:Mr. Whisper 2.00
9 KJa GMo p4,vs Mr. Whisper 2.00
10 KJa GMo p5,D:Mr. Whisper 2.00
11 PGu DMo Prey, p1,Catwoman 5.00
12 PGu DMo p2,Catwoman 4.00
13 PGu DMo p3,vs Catwoman, T Night Scourge 4.00
14 PGu DMo p4 Catwoman, Batman drugged 3.00
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16 RBr DOn Venom p1,Batman takes mind-altering steroids 8.00
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18 RBr DOn p3,goes cold turkey 8.00
19 RBr DOn p4,vs Slaycroft 8.00
20 RBr DOn p5,D:Slaycroft 8.00
21-49 ..... 2.00
50 BBi DOn early encounter w/Joker,pin-up gallery by var's artists,foil-enh'd cvr,double sz 5.00
51-61 ..... 2.00
62 KnightsEnd,p4 ..... 2.00
63 BKi DOn KnightsEnd,p10,climax in Batcave 3.00
64-73 ..... 1.95
74 Engines, p1 ..... 1.95
75 Engines, p2, pursues serial killer 1.95
ANNUAL 1 JAb/KGi DOn Joker 3.00
ANNUAL 2 ..... 3.00
ANNUAL 3 MMn/LMc/GMr DOn 3.00
ANNUAL 4 ,So BAu/MWd 3.00
ANNUAL 5 ALc CDi O Man-Bat 3.95
HALLOW'N SPECIAL 1 die-cut cvr, vs Scarecrow 6.95
HALLOW'N SPECIAL 2:MADNESS vs. the Mad Hatter 4.95

COLLECTED LEGENDS OF THE DARK KNIGHT
SC reprints popular story arcs 12.95

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SC rep #28-30 ..... 9.95

GOTHIC
TPB rep #6-10 ..... 12.95

PREY
TPB rep #11-15 ..... 12.95

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SHAMAN
TPB rep LODK #1-5 ..... 12.95

VENOM
TPB rep LODK #16-20 ..... 12.95

LEGION
DC COMICS (1994)
1-3 ..... 4.95
TPB collects mini-series 14.95

LEGION
DC COMICS (1989-1994)

L.E.G.I.O.N. '89
I BKi KGi vs Colu 5.00
2-10 BKi KGi 4.00

L.E.G.I.O.N. '90
11-19 ..... 3.00
20 JFe AGr 2.00
21 JFe AGr D:Lyrissa Mallor 2.00
22 JFe AGr LEGION vs Starr 2.00

L.E.G.I.O.N. '91
23-34 BKi AGr 2.25

L.E.G.I.O.N. '92
35-47 ..... 1.50

L.E.G.I.O.N. '93
48 BK 1.75
49-61 BKi MWd 1.75

L.E.G.I.O.N. '94
62-69 ..... 1.75
70 ZERO HOUR, final issue 4.00
ANNUAL 1 Superman X-over 4.50
ANNUAL 2 MMk AGr 2.95
ANNUAL 3 Eclipso 2.95
ANNUAL 4 Bloodlines,p23,1:Pax 3.50
ANNUAL 5 Elseworlds story 3.50

LEGIONNAIRES
DC COMICS (1992-current)
0 first mission for new Legion 2.25
1-9 CSp TBm/MBm 1.25
10-17 TBm/MBm 1.50
18 CGr MWd End,p4,ZERO HOUR 2.50
19-25 ..... 1.50
26 Apparition and Ultra Boy 1.75
27 UP demands 3 Legionnaires resign 2.25
28 super-powered Daxamites 2.25
29 radioactive Dr Regulus 2.25
ANNUAL 1 PPe MWd Elseworlds story 2.95
ANNUAL 2 Year One story 3.95

LEGION OF SUPER-HEROES
DC COMICS (1973)
1 ..... 6.00
2-4 ..... 3.00

2ND SERIES (1980-1984)
previously Superboy and the L.O.S.H.
259 ..... 4.00
260-270 ..... 2.00
271-294 ..... 1.25
295-299 KGi PLe 1.25
300 Anniversary issue 3.00
301-313 KGi PLe 1.25
ANNUAL 1 ..... 2.50
ANNUAL 2-3 ..... 2.25
becomes *Tales of the L.O.S.H.*

3RD SERIES (Baxter Paper) (1984-1989)
1 KGi PLe Leg. of Super-Villains 3.00
2-15 ..... 1.50
16 Crisis 2.00
17 O:Legion 2.00
18 Crisis 2.00
19-20 ..... 1.50
21-36 ..... 1.50
37 GLa PLe Superboy 7.00
38 GLa PLe D:Superboy 10.00
39-44 GLa PLe 1.50
45 GLa PLe Conspiracy,30th anniv 3.00
46-49 GLa PLe Conspiracy 1.50
50 KGi PLe D:Time Trapper 1.50
51-63 ..... 1.50
ANNUAL 1 "Who Shot Laurel Kent?" 3.00
ANNUAL 2-3 ..... 2.75

4TH SERIES (1989-current)
0 post Zero Hour origin story 1.95
1 KGi TBm/MBm R:Cosmic Boy 2.50
2 KGi TBm/MBm R:Ultra Boy,1:Kono 2.50
3-5 KGi TBm/MBm 2.50
6-25 KGi TBm/MBm 2.25
26-30 JPn KGi 2.00
31 JPn KGi Terra Mosaic,Shvaughn changes gender 1.75
32-37 ..... 1.75
38 Death app. 6.00
39-49 ..... 1.75
50 TBm/MBm two stories,vs B.I.O.N. double-sized 3.50
51 Sim TMw R:K. Shakespeare 1.75
52 Sim TMw spotlight on T Wolf 1.75
53 Sim TMw new dir'n,vs Glorith 1.75
54 Sim TMw team goes u'rground, die-cut,foil-stamped cvr 2.95
55 Sim TMw vs Science Police 1.75
56 Sim TMw R:Espionage Squad 1.75
57 Sim TMw vs United Planets Academy,Khund Legionnaires 1.75
58 Sim TMw Weber's World war 1.75
59 Sim TMw Weber's World war conclusion 1.95
60 End of an Era,p3 ..... 1.95
61 ZERO HOUR, End of an Era,p6 ..... 1.95
62 new team members 1.95
63 alien comes to earth for revenge 1.95
64 Live Wire fights to control his powers 1.95
65 breakout on prison planet 1.95
66 search for new members 1.95
67 Leviathan's mission of vengeance 1.95
68 team must capture Tangleweb 1.95
69 sacrifice of a teammate 2.25
70 Brainiac 5 tries to save Andromeda; traitor unmasked 2.25
71 secret of planet Trom 2.25
72 internal conflicts; T'mate leaves 2.25
ANNUAL 1 ..... 3.50
ANNUAL 2 ..... 3.50
ANNUAL 3 BPe TBm new Timber Wolf, truth about Lightning Lad 3.50
ANNUAL 4 Sim TBm/MBm Bloodlines,p12,1:Jamm 3.50
ANNUAL 5 Elseworlds tale 3.50
ANNUAL 6 ..... 3.95

GREAT DARKNESS SAGA (1989)
TPB rep #290-294, Ann #2 ..... 17.95

LEGION ARCHIVES
1-5 HC reprints 39.95

IF YOU MISSED GENERATION X#5 Genetic tensions rise as the Morlocks perpetuate bias crimes. Paige Guthrie, sister to Sam "Cannonball" Guthrie, tries to cope with having contracted the Legacy Virus. Film at 11.

WIZARD PRICE GUIDE

[illegible]

MARVEL (1993)
1-4 DFi ... 1.75

[illegible]

GRAPHITTI DESIGNS (1995)
SC SAr ... 12.95

[illegible]

BONGO COMICS (1995-current)
1 Lisa Simpson in her own series ... 2.25

[illegible]

DC COMICS

MINI-SERIES (1990-1991)
1 SBi AGr 1:Ms. Tribb ... 5.00
1A 2nd Print ... 2.50
2 SBi AGr chainsaws ... 4.00
3 SBi AGr spelling bee ... 4.00
4 SBi AGr D:Ms. Tribb ... 4.00

SERIES (1993-current)
0 two goolballs pursued by Lobo ... 3.50
3 foil-embossed "zipper" cover ... 6.00
2 vs Council of Dons ... 4.00
3 ... 3.50
4-7 ... 1.75
8-15 ... 1.75
16-18 Lobo, P., p3-5 ... 2.25
19 undercover at "Cheeseworld" ... 2.25
ANNUAL 1 Bloodlines,p1,1:Layla ... 3.50
ANNUAL 2 Elseworlds stories ... 3.50

A CONTRACT ON GAWD (1994)
1-4 KDw AGr ... 1.75

INFANTICIDE (1992-1993)
1-4 KC AGr ... 1.50

[illegible] PORTRAITS OF A [illegible]

DC COMICS (1995)
1 various artists do pin-ups of what's-is-name ... 3.50

[illegible] RUN

MARVEL (1977)
1-5 GPe movie tie-in ... 1.25
6 MZe Thanos & Drax ... 8.00
7 GPe ... 1.25

[illegible] RANGER & [illegible]

TOPPS (1994)
1-4 TTr JLa new adventures for the masked man and Tonto ... 2.50
TPB collects mini-series ... 9.95

[illegible] HOT SUMMER

DC COMICS (1995)
1 Milestone mini-series; holographic foil-stamped cover ... 2.95
2 the Utopia theme park opens ... 2.50
3 last iss., Dakota consumed by riot ... 2.50

[illegible]SHOT

MARVEL (1985-1986)
1 AAd ANo 1:Longshot ... 10.00
2 AAd ANo 1:Ricochet Rita ... 7.00
3 AAd ANo 1:Mojo,1:Spiral ... 7.00
4 AAd ANo Spider-Man ... 7.00
5 AAd ANo 1:Quark ... 7.00
6 AAd ANo Mojo,double sz ... 7.00
TPB reprints #1-6 ... 16.95

[illegible] RANGER

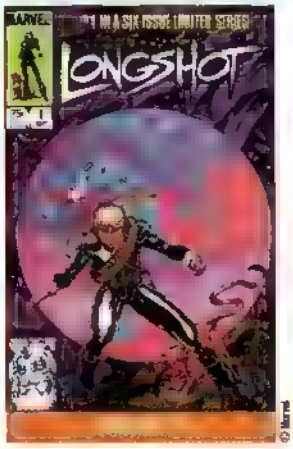
DC COMICS (1995)
1-3 APo JLb mini-series ... 1.75
4 APo JLb final issue ... 1.75

[illegible] PUMPKIN

MALIBU (1994-current)
0 Sludge villain returns from dead ... 2.50
0A newsstand edition, variant cvr ... 2.50

LOST UNIVERSE

TEKNO•COMIX (1994-current)
0 Sensua, the new villainess ... 2.25



1 new SF series created by Gene Roddenberry; w/cd & game pc's ... 1.95
2-6 ... 1.95
7 mysterious attack against the ship 1.95

LYNCH MOB

CHAOS! COMICS (1994-1995)
1 1:Mother Mayhem ... 2.50
2-4 ... 2.50

[illegible] MACHINE

DARK HORSE (1994-1995)
1 TNa JAr ... 2.50
2-4 ... 2.50

MACHINE MAN

MARVEL (1978-1981)
1 ... 2.00
2-17 ... 1.50
18 Alpha Flight ... 1.50
19 1:Jack-o-Lantern (later becomes Hobgoblin II) ... 15.00

MINI-SERIES (1984-1985)
1 HTr BSm TDe ... 2.00
2 BSm 1:Iron Man 2020 (cameo) ... 2.00
3 BSm 1:Iron Man 2020 (full) ... 2.50
4 BSm TDe vs. Iron Man 2020 ... 2.00

MACHINE MAN 2020 (1994-1995)
1-4 reprints 1984 mini-series ... 2.00

MADMAN

TUNDRA (1992)
1 MAi ... 7.50
2 MAi ... 6.00
2A 2nd printing ... 3.95
3 MAi ... 5.50

THE ODDITY ODYSSEY
SC reprints issues #1-3,spot varnish cover,flip act'n corners ... 9.95

MADMAN ADVENTURES

TUNDRA (1992-1993)
1 MAi ... 6.00
2 MAi ... 4.50
3 MAi ... 3.50

MADMAN ADVENTURES [illegible]

KITCHEN SINK (1995)
TPB reps.1-3 from Tundra ... 14.95

MADMAN COMICS

LEGEND/DARK HORSE (1994-current)
1 MAi vs the Ravers ... 6.00
2 MAi robots in Buzztown ... 3.50
3 MAi, AI mystery on cruise ... 2.95
4 MAi vs. Muscleman; killer on ship ... 2.95
5 MAi The Blast ... 2.95
6-7 MAi/FMi clashes w/The Big Guy ... 2.95
8 MAi/LAi vs. "The Puke" ... 2.95

MAD

COMICO (1984-1986)
1 MWa ... 11.00
2 MWa ... 8.00
3-5 MWa ... 5.00
6 MWa 1st color Grendel ... 20.00
7 MWa ... 7.00
8-14 MWa ... 4.00
15 MWa ... 5.50

MAGIC THE GATHERING

ACCLAIM/ARMADA

ANTIQUITIES WAR ON THE WORLD OF MAGIC: THE GATHERING (1995-current)
1 PSm JPr mini-series about great war ... 2.50

THE SHADOW MAGE (1995)
1 VMa JGz mini-series based on the card game ... 2.50
2 VMa JGz the Heirloom Minotaur ... 2.50
3 VMa JGz Ravidel's army; includes play-aid counters ... 2.50
4 VMa JGz final iss., includes tokens ... 2.50

FALLEN EMPIRES (1995)
1 mini-series; bgd w/card pack ... 2.75
2 final issue; includes tokens ... 2.50

ICE AGE (1995)
1-3 RKy JGz ... 2.50
4 RKy JGz final iss., includes tokens ... 2.50

NIGHTMARE (1995)
1-shot HBa ACa ... 2.50

WAYFARER (1995-current)
1 Jared's new quest, mini-series ... 2.50

MAGIC

MARVEL (1983-1984)
1 JBu CCI Illyana in limbo ... 3.00
2-4 ... 2.00

MAGNUS

MARVEL (1993)
0 giveaway,regular edition ... 5.00

MAGNUS ROBOT FIGHTER

GOLD KEY (1963-1977)
1 1&O:Magnus ... 250.00
2 ... 125.00
3-4 ... 100.00
5-6 ... 80.00
7-12 ... 60.00
13-21 ... 35.00
22 reprints origin ... 35.00
23-24 ... 35.00
25-28 ... 30.00
29-46 reprints ... 10.00

MAGNUS ROBOT FIGHTER

ACCLAIM/VALIANT (1991-current)
0 PCu ISh trading card, send-away version, O:Rogue Robots ... 30.00
0A available in stores,w/o card ... 5.00
1 BLa ISh Steel Nation p1 ... 10.00
1A coupon cut out ... 3.00
2 BLa ISh S.Nation p2 ... 7.00
2A coupon cut out ... 2.00
3 BLa ISh S.Nation p3,1:Tekla ... 5.00
3A coupon cut out ... 2.00
4 BLa ISh S.Nation p4,Rai ... 5.00
4A coupon cut out ... 2.00
5 BLa ISh flip bk w/RAi #1 ... 5.00
5A coupon cut out ... 1.00
6 BLa Sh flip-bk w/RAi #2 ... 4.00
6A coupon cut out ... 1.00
7 BLa ISh 1.X-O armor ... 4.00
7A coupon cut out ... 1.00
8 ... 4.00
8A coupon cut out ... 1.00
9 ECo LHi Xvrkol Trilogy p1 ... 3.00
10 MMo DMi p2,vs Xvrkol ... 3.00
11 MMo Sh p3 pardoned ... 3.00
12 GMa FPe 1 Turok (Valiant version),giant size ... 15.00
13-20 ... 2.00
21 JBk JOs new direction ... 3.00
21A Gold ... 6.00
22 JBk JOs Magnus vs. Malevs ... 2.00
23 JBk JOs Magnus vs. Malevs ... 2.00
24 JBk/PGr JOs 1:Rai and the Future Force ... 2.00
25 JBk JOs silver foil cover, new costume ... 2.00
26 JCf JOs Tales of Magnus ... 2.00
27-54 ... 2.00
55 Rai seeks missing Magnus ... 2.00
56 in Japan ... 2.50
57 CAu KGi Magnus in coma ... 2.50
58 CAu KGi Magnus fights for life ... 2.50
YEARBOOK 1 MBo PSm untold early Magnus story ... 3.95
TPB reprints #1-4 ... 9.95
TPB2 reps #5-8, & RAi flip bk #1-4 ... 9.95

MAGNUS, ROBOT FIGHTER [illegible]

VALIANT/DARK HORSE (1993)
1 SRu MBo Val./D'k Horse x-over ... 3.00
2 SRu MBo fight to free North Am ... 2.95

MAN-BAT

DC COMICS (1975-1976)
1 Batman ... 6.00
2 Batman ... 5.00
SPECIAL 1 vs Batman ... 3.75

MANHUNTER

DC COMICS (1994-current)
0 musician becomes occult hunter ... 1.95
1 searches for Wild Huntsman; Malig! ... 1.95
2-6 ... 1.95
7 White Lotus, Captain Atom ... 2.25
8 Butcher Boys, Necrodyne ... 2.25
9 Necrodyne Corp. headquarters ... 2.25
10 vs. Scarth & zombified brother ... 2.25

MAN OF STEEL

DC COMICS (1986)
1 By JBy full figure cover 1&O:post-Crisis Superman ... 5.00
1A JBy JBy chest shot cover ... 4.00
2 JBy JBy 1:new Lois Lane ... 2.00
3 JBy By Batman ... 1.75
4 JBy By 1:new Lex Luthor ... 2.00
5 JBy JBy 1:new Bizarro ... 2.00
6 JBy JBy Kryptonian heritage ... 1.75
TPB reprints #1-6 ... 12.95
TPBA reprints #1-6,less expensive edition ... 7.50

MANTHING

MARVEL (1974-1975)
1 ... 15.00
2 ... 8.00
3 Foolkiller ... 6.00
4 Foolkiller ... 3.00
5-22 ... 3.00
GIANT SIZE 1 ... 6.00
GIANT SIZE 2-3 ... 3.00
GIANT SIZE 4-5 Howard the Duck ... 5.00

2ND SERIES (1979-1981)
1 Regeneration And Rebirth ... 4.00
2-11 ... 2.00

MANTRA

MALIBU (1993-current)
1 TDo MWb 1:Lukasz & Warstrike, bagged ed.,w/Ultraverse card ... 4.50
1A unbagged edition,w/o card ... 1.95
1B hologram edition ... 10.00
1C Ultra-limited/foil edition ... 5.00
1D gold hologram edition ... 10.00
2 TDo MWb Lukasz vs Warstrike ... 3.00
3 TDo MWb vs KismetDeadly ... 2.50
4 TDo MWb Mantra's wedding, Rune story,w/coup. for Rune #0 ... 2.50
5-9 ... 1.95
10 TDo MWb Archimage Quest,p1, w/Ultraverse Premiere #2 ... 3.50
11-17 ... 1.95
18 Mantra's pregnant ... 2.50
19 pregnancy predicament ... 2.50
20 enters cloak dimens'n to save Evie ... 2.50
21 rampage ... 2.50
22 Loki (from THOR) sends Primevil after the Mind Gem ... 2.50
23 vs. Temblor ... 2.50
GIANT SIZE 1 KRe MWb ... 2.50
ASHCAN 1 ... 5.00

MANTRA: [illegible] OF DESTINY

MALIBU (1995)
1 quest for fabled spear ... 2.50
2 conclusion of mini-series ... 2.50

MARK

IMAGE (1995-current)
1 man gains powers from talisman ... 2.50
2-5 ... 2.50

MARS ATTACKS

TOPPS (1994)
1 CAd KGi Martians invade,story based on 1950's card set ... 2.95
2-5 CAd KGi ... 2.95
TPB reprints #1-5, plus new story ... 12.95

MARTHA WASHINGTON [illegible]

LEGEND/DARK HORSE (1994)
1 DGb FMi vs Fatboy Burger Corp. ... 4.50
2 DGb FMi ... 4.00
3-5 DGb FMi ... 3.50

MARVEL ACTION HOUR
MARVEL (1994-1995)

FANTASTIC FOUR

1 based on new animated series; bg'd w/insert and acetate print 2.95
1A unbagged, no insert & print 1.50
2-8 based on animated series 1.50

IRON MAN

1 based on new animated series; bg'd w/insert and acetate print 2.95
1A unbagged, no insert & print 1.50
2-8 based on animated series 1.50

MARVEL ADVENTURE
MARVEL (1975-1976)

1-6 reprints Daredevil books 1.00

MARVEL/DC COMICS
MARVEL/DC COMICS (1982)

1 WSi CCl X-Men & Teen Titans vs Dark Phoenix & Darkseid 18.00

MARVEL CHILLERS
MARVEL (1975-1976)

1 1:Modred the Mystic 5.00
2 2nd Modred 4.00
3 O:Tigra 2.00
4-7 ....1.50

COLLECTORS' ITEM CLASSICS
MARVEL (1965-1969)

1 ....50.00
2 ....30.00
3-6 ....25.00
7-12 ....15.00
13-21 ....10.00
22 final issue 12.00
becomes *Marvel's Greatest Comics*

MARVEL COMICS PRESENTS
MARVEL (1988-current)

1 Wolverine,S.Surfer, Shang-Chi, Man-Thing 11.00
2 ....6.00
3-4 ....5.00
5-10 ....4.00
11-16 ....2.75
17-24 ....2.00
25 1:Nth Man,Ursa Major 2.00
26-37 ....2.00
38 Wolverine,Hulk 4.50
39-47 ....2.50
48-50 Wolverine,Spider-Man 6.00
51-53 RLd RLd Wolverine, ...5.00
54-62 Wolverine,Hulk, ...8.00
63 Wolverine 2.00
64-71 Wolverine,Ghost Rider 3.00
72 BSm BSm O:Wolverine B: Weapon X 8.00
73 BSm BSm O:Wolverine, Weapon X, pt 2 ....5.00
74-84 BSm BSm O:Wolverine, Weapon X 5.00
85 Wolverine,1:Cyber Beast 8.00
86-89 SKl PDa Wolverine 5.00
90-99 ....2.00
100 ....3.00
101-149 ....1.50
150 Anniversary issue 1.50
151-175 ....1.50

MARVEL FANFAR
MARVEL (1982-1992)

1 MGo CCl Spider-Man,Angel 6.00
2 PSm CCl Spider-Man/Ka-Zar 7.00
3-4 X-Men, ...5.00
5-60 ....2.50

MARVEL FANTASY ISLAND
MARVEL (1995-current)

1 new bi-monthly series for Thing 0.99

MARVEL FEATURE
MARVEL (1971-1973)

1 1&O Defenders 75.00
2 Defenders 40.00
3 Defenders 40.00
4 B&O New Antman 15.00
5-10 ....9.00
11 Thing battles Hulk 9.00
12 Thanos 9.00

2ND SERIES (1975-1976)

1 B:Red Sonja 4.00
2-6 ....2.00
7 Conan 2.00

MARVEL GRAPHIC NOVEL
MARVEL (1982-1989)

All prices are for first printings.

1 O:Captain Marvel 25.00
2 Elric 10.00
3 Dreadstar 10.00
4 1&O:New Mutants 20.00
4A-B 2nd-3rd prints 5.95
5 X-Men: God Loves, Man Kills 14.00
5A-D 2nd-5th prints 9.95
6 Star Slammers 8.00
7 Killraven 7.00
8 Super Boxers 8.00
9 Futurians 11.00
10 Heartburst 8.00
11 Void Indigo 10.00
12 Dazzler 10.00
13 Starstuck 7.00
14 Swords of the Swashbucklers 7.00
15 Raven Banner 6.00
16 Aladdin Effect 6.00
17 Revenge of the Living Monolith 8.00
18 She-Hulk 9.00
19 Conan 6.00
20 Vampire 6.00
21 She-Wolf 6.00
22 Spider-Man 11.00
23 Dr Strange 6.00
24 Alien Legion 9.00
25-26 ....6.00
27 Avengers 6.00
28 Conan 6.00
29 Thing vs Hulk 6.00
30 Sailor's Story 6.00
31 Wolfpack 6.00
32 Death of Groo 16.00
33 Thor 6.00
34 Cloak & Dagger 6.00
35 Shadow vs Hitler 10.00
36 Willow movie adaptation 7.00
37 Hercules 7.00
38 Silver Surfer 12.00

MARVEL MASTERWORKS
MARVEL (1992-1994)

1 Spider-Man #1-10 ....34.95
2 Fantastic Four #1-10 ....34.95
3 X-Men #1-20 ....34.95
4 Avengers #1-10 ....34.95
5 Spider-Man #11-20 ....34.95
6 Fantastic Four #11-20 ....34.95
7 X-Men #11-21 ....34.95
8 Hulk #1-6 ....34.95
9 Avengers #11-20 ....34.95
10 Spider-Man #21-30 ....34.95
11 X-Men #94-100 ....34.95
12 X-Men #101-110 ....34.95
13 Fantastic Four #21-30 ....34.95
14 Tales of Suspense 34.95
15 Silver Surfer #1-5 ....34.95
16-19 ....34.95
20 Iron Man 34.95
21-22 ....34.95
Monster Masterworks (TPB) 12.95
Spider-Man Masterworks SC 12.95
X-Men; All-New, All-Diff MW's SC 12.95

MARVEL MAXI
MARVEL (1972-1981)

1 Him now called Adam Warlock 45.00
2 Warlock 25.00
3 B: Dr Strange 30.00
4 ....12.00
5-7 ....9.00
8 JSt 12.00
9 ....9.00
10 D: Ancient One 12.00
11-14 ....5.00
15 1:Iron Fist 55.00
16 O:Iron Fist cont'd 25.00
17-24 Iron Fist 13.00
25 JBy Iron Fist 20.00
26-27 ....6.00
28 Leg'n of M'sters (w/G. Rider). 10.00
29-49 ....4.00
50 Alice Cooper 10.00
51-61 ....3.00

MARVEL MINI
MARVEL (1975-1977)

1 1st Bloodstone 7.00
2 ....5.00
3 B: Guardians of the Galaxy 16.00
4-12 ....12.00

MARVEL MINI
MARVEL (1993-1994)

0 ARo KBu companion to series 4.50
1 ARo KBu Marvel universe in eyes of a spectator 10.00
2 ARo KBu W:Mr Fan'c,I. Wom'n 9.00
3 ARo KBu heroes vs Galactus 7.00
4 ARo KBu Spider-Man focus 6.00
HC reps #1-4 w/unpublished art 34.95
TPB reps #1-4 w/special features 19.95

MARVEL'S GREATEST SUPER-BATTLE
MARVEL (1994)

TPB 176 pages 15.95

MARVEL SPOTLIGHT
MARVEL (1971-1977)

1 Redwolf 35.00
2 1&O:Werewolf 40.00
3-4 Werewolf 20.00
5 1:Ghost Rider 90.00
6-8 Ghost Rider 30.00
9-11 Ghost Rider 20.00
12 1 Son of Satan 20.00
13-21 Son of Satan 6.00

22 S. of Satan,Ghost Rider 6.00
23-24 Son of Satan 6.00
25-27 ....6.00
28-29 Moon Knight 1.00
30-31 ....5.00
32 1.Spider-Woman 8.00
33 Deathlok 6.00

MARVEL SUPER-HEROES
MARVEL (1966)

1 Marvel one-shot 70.00

2ND SERIES (1967-1982)

Previously *Fantasy Masterpieces*

12 1:Captain Marvel 100.00
13 Captain Marvel 55.00
14 Spider-Man (not a reprint) 85.00
15-17 ....14.00
18 HPu RTh Black Knight O:Black Knight I & Camelot 14.00
18 1:Guardians of the Galaxy 50.00
19 ....14.00
20 1st solo Dr. Doom story 25.00
21-31 ....7.00
32-105 reprints 2.00

3RD SERIES (1990-current)

1 Spring Moon Knight,Magik 3.50
2-8 ....2.95
9-12 ....2.50
13-14 ....2.75
15 Hostagg,Thor,Iron Man. 2.75

MARVEL TALES
MARVEL (1994-current)

1 reprints 4 classic stories 2.95
2-6 reprints 2.95

MARVEL TALES
MARVEL (1964-1995)

1 Reprints, O retold Spider-Man 230.00
2 rep. O retold X-Men 70.00
3 rep. 1.Human Torch 40.00
4-5 ....20.00
6-8 ....12.00
9 reprints Amaz. Spider-Man #14 ....14.00
10 ....12.00
11-32 last double-size issues 7.00
33 begin regular size issues 5.00
34-105 ....4.00
106 reps. 1.Punisher 4.00
107-136 ....2.00
137 reps. Amazing Fantasy #15 ....7.00
138 reps. Amaz. Spider-Man #1 ....6.00
139-151 ....3.00
152 ....3.00
153-208 ....2.00
209 reps. 1 Punisher 3.00
210-214 ....3.00
215-221 ....2.00
222-246 ....1.00
247-257 ....1.00
258-276 ....1.00
277-284 ....1.00
285 reps. Amaz'g #277 ....1.00
286 reps. Amaz'g #278,metallic ink cvr 16-pg book 2.00
286A regular edition 1.00
287-291 ....1.00

MARVEL TEAM-UP
MARVEL (1972-1985)

1 RAn RTh B Spid.-Man team-ups, Human Torch,Sandman, 1:Misty Knight 70.00
2 RAn GCy Human Torch,Wizard, Trapster,Sandman,Annihilus 25.00
3 RAn GCy Human Torch,Morbius FF cameo 45.00
4 CKa GCy X-Men,Morbius 45.00
5 CKa GCy Vision,Puppet Master 12.00
6 CKa GCy Thing,Puppet Master, Mad Thinker 12.00
7 RAn GCy Thor,1:Kryllk 12.00
8 JMo GCy The Cat,1:Man-Killer 12.00
9 RAn GCy Iron Man,Kang 12.00
10 JMo GCy Human Torch,Kang 12.00
11 JMo LWe Inhumans,Kang 9.00
12 RAn JWe Werewolf, 1:Moondark 9.00
13 CKa JWe Captain America,AIM, SHIELD,Grey Gargoyle 9.00
14 CKa JWe Sub-Mariner, Tiger-Shark 9.00
15 RAn LWe Ghost Rider,1:Orb 9.00
16 CKa JWe Captain Marvell, Rick Jones,1 Basilisk 8.00
17 CKa JWe Mr Fantastic,Captain Marvel,Mole Man,Basilisk 8.00
18 CKa JWe Torch,Hulk,Wyatt Wingfoot,Blastaar 8.00
19 GKa LWe Ka-Zar,1:Stegron 8.00
20 SBu LWe Black Panther, Stegron 8.00
21 SBu LWe Dr Strange,Xandu 6.00
22 SBu LWe Hawkeye,Quasimodo 6.00
23 CKa JWe Human Torch,Iceman, Equinox,X-Men 6.00
24 JMo LWe Brother Voodoo, 1:Moondog 6.00
25 JMo LWe Daredevil,Ant-Men 6.00
26 JMo LWe Human Torch,Thor, Jinku,Lava Men 6.00
27 JMo LWe Hulk,Chameleon 6.00
28 JMo GCy Hercules,1:City Stealers 6.00
29 JMo GCy Human Torch,Iron Man, 1:Infinitus 6.00
30-45 ....5.00
46 SBu BMa Deathlok 5.00
47 RWi BMa Thing,Basilisk 5.00
48 SBu BMa Iron Man,1:Wraith, 1:Jean DeWolff 5.00
49 SBu BMa Iron Man,Wraith 5.00
50 SBu BMa Dr Strange,Iron Man, O:Wraith 5.00
51 SBu BMa Iron Man,Wraith 5.00
52 SBu GCy Captain America, Batroc, SHIELD 5.00
53 By BMa Hulk,X-Men, Woodood 13.00
54 By BMa Hulk,Woodood 5.00
55 By BMa Adam Warlock, 1:The Gardner Stranger 5.00
56 SBu BMa Daredevil,Electro 4.00
57 SBu CCl Black Widow, Silver Samurai,Viper II 4.00
58 SBu CCl Ghost Rider Trapster 4.00
59 By CCl Yellowjacket,Wasp, Equinox 5.00
60 By CCl Yellowjacket,Wasp O:Equinox 5.00
61 By CCl Human Torch, Super Skrull 5.00
62 JBy CCl Ms. Marvel,S Skrull 4.00
63 JBy CCl Iron Fist,1:Steel Serpent II,Bushmaster 4.00
64 JBy CCl O:Iron Fist,Misty Knight,D:Steel Serpent I 4.00
65 JBy CCl 1&O:Captain Britain, 1:Arcade 1:Miss Locke 4.00
66 JBy CC Captain Britain,Arcade 1:Murderworld 4.00

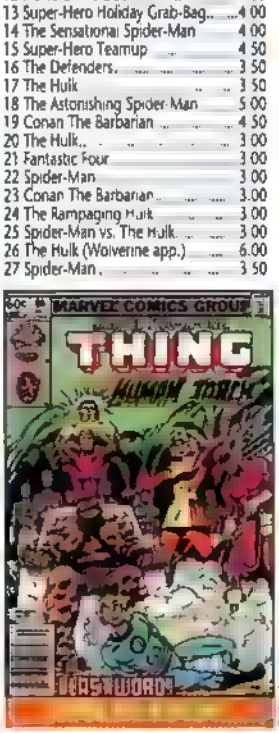
GREEN LANTERN #64 After beating up on his old Justice League friends and Kyle, Parallax absorbs the life-force of Ganthet, the last Guardian. Hal is then beset by the illusion that Coast City is OK, and he finds peace.

WIZARD PRICE GUIDE

67 JBv CCI Tiora,Kraven 4 00
68 JBv CCI Man-Thing, 1:D'Spayre 4 00
69 JBv CCI Havok,Polaris,Living Pharaoh becomes the living Monolith Thor & Beast app 4 00
70 JBv CC, Thor,Havok,Living Monolith 4.00
71 DWe BKu Falcon,Captain America,Plantman,AIM 3.00
72 JMo BMa Iron Man,Wraith, Whiplash,Maggia 3 00
73 KGa GFr Daredevil,Owl 3 00
74 BH JBv Saturday Night Live, Silver Samurai 3 00
75 JBv CCI Luke Cage,1:Rat Pack 3.00
76 HCh CCI Dr Strange,Ms. Marvel,Silver Dagger 3.00
77 JAc HCh Ms. Marvel,Dr Strange,Silver Dagger 3 00
78 DPe BKu Wonder Man,Griffin 3 00
79 JBv CC, Red Sonja, 1 Kulan Gath 3 00
80 MVo CCI Dr Strange,Satana 3 00
81 MVo CCI Satana 3 00
82 SBu CCI Black Widow 3 00
83 SBu CCI Nick Fury 3 00
84 SBu CC, Shang-Chi 3 00
85 SBu CCI Black Widow,Nick Fury Silver Samurai 3 00
86 BMc CCI Guardians of the Galaxy Hammer & Anvil 3 00
87 SGr CCo Black Panther 3 00
88 SBu CC Invisible Girl 3 00
89 RBu MNa CC Nightcrawler 3 00
90 MVo SGr Beast Killer Shrike Modular Man 3.00
91 PBr SGr Ghost Rider Moondark the Magician 3 00
92 CIn SGr Hawkeye Mr Fear 3 00
93 TSu/CIn SGr Werewolf 3 00
94 MZe SGr Shroud 3 00
95 JIa SGr 1:Mockingbird 3 00
96 AKo AKo Howard the Duck 3 00
97 CIn SGr Hulk & Spider-Woman team-up 3 00
98 WMe RMc Black Widow Owl 3 00
99 JBi TDe Machine Man,Sandman, Baron Brimstone 3 00
100 FMi/JBy CCi 1:Karma,F.F 15 00
101 JBi JDm Nighthawk 3.00
102 MWb FSp Doc Samson, Rhino 3 00
103 JBi DMi Ant-Man,Taskmaster 3.00
104 JBi RMc Ka-Zar,Hulk,Modok, no Spider-Man 3 00
105 CIn MWb Hulk, Power Man & Iron Fist,no Spider-Man 3.00
106 HTr TDe Captain America, Scorpion 3 00
107 HTr TDe/JSh She-Hulk 3 00
108 HTr DMi Paladin,Thermo 3 00
109 HTr DKr Dazzler,Thermo, Paladin cameo 3 00
110 HTr DMi 1.Magma,Iron Man 3 00
111 HTr JDm Devil Slayer, Serpent-Men,Defenders 3 00
112 HTr JDm King Kull 3 00
113 HTr MGn Quasar, Lightmaster 3 00
114 HTr JDm Falcon 3 00
115 HTr JDm Thor,Mind Bender 3 00
116 HTr JDm Valkyrie,Thor app. 3 00
117 HTr JDm Wolverine, Professor Power 14.00
118 HTr JDm Professor X, Mentallo,X-Men cameo 2 50
119-137 2 50
138 GLa TDe Enforcers,Sandman becomes a hero 2 50
139 BPm CBu Nick Fury 2 50
140 RFr MBa/TDe Black Widow 2 50
141 GLa JOw Daredevil,Black Widow,Kingpin 2 50
142 14S 2 50
146 GLa CBu Nomad,Taskmaster 2 50
147-149 2 50
150 GLa LSi double sz,X-Men, Juggernaut 5 50
ANNUAL 1 SBu CCI X-Men 15 00
ANNUAL 2 SBu CCI Hulk 4 00
ANNUAL 3 HTr RSt Hulk, Power Man & Iron Fist 3.00
ANNUAL 4 HTr FMi Moon Knight, DD,Power Man & Iron Fist 3.00
ANNUAL 5 MGn MGn Thing,Dr Strange,Quasar,Scarlet Witch 2.00
ANNUAL 6 RFr BMa Cloak & Dagger, New Mutants 3 00
ANNUAL 7 PNe LSi Collector, Alpha Flight 2 00

MARVEL (1974-1981)

1 Spectacular Spider-Man 6 50
2 Fantastic Four 5 00
3 The Mighty Thor 4 00
4 Conan The Barbarian 4 00
5 Incredible Hulk (reprints #3) 4 00
6 Dr Strange 4 00
7 Avengers 5 00
8 Super-Hero Holiday Grab-Bag 5 50
9 Super-Hero Team-Up 4 00
10 Thor 4.00
11 Fantastic Four 4.00
12 Howard The Duck 4 00
13 Super-Hero Holiday Grab-Bag 4 00
14 The Sensational Spider-Man 4 00
15 Super-Hero Teamup 4 50
16 The Defenders 3 50
17 The Hulk 3 50
18 The Astonishing Spider-Man 5 00
19 Conan The Barbarian 4 50
20 The Hulk 3 00
21 Fantastic Four 3 00
22 Spider-Man 3 00
23 Conan The Barbarian 3.00
24 The Rampaging Hulk 3 00
25 Spider-Man vs. The Hulk 3 00
26 The Hulk (Wolverine app.) 6.00
27 Spider-Man 3 50



28 Spider-Man 7.00
Special Capt. America's Bicentennial Battles (1976) 4.00
Special Super-Hero Holiday Grab-Bag (1974) 4.00

MARVEL (1974-1983)

1 GKa SGe B:Thing team-up stories, Man-Thing,Molecule Man 25.00
2 GKa SGe Sub-Mariner,Wundarr 9.00
3 SBu SGe Daredevil,B Widow 9.00
4 SBu SGe Captain America 9.00
5 SBu SGe Guard's of the Galaxy 15.00
6 GTa SGe O:Valkyrie 16.00
7 SBu SGe O:Valkyrie 6.00
8 SBu SGe Ghost Rider 9.00
9 HTr CCI Thor,Puppet Master 9 00
10 BBn CCI Black Widow 5 00
11 BBn BMa Golem 3.75
12 RWi BMa Iron Man 3.75
13 RWi RSI Luke Cage 3 00
14 HTr BMa Son of Satan 3 00
15 AJo BMa Morbius 6 00
16 RWi BMa Ka-Zar 3 00
17 SBu BMa Spider-Man 3 00
18-26 3 00
27 RWi MWo Deathlok 3 00
28-42 3 00
43 JBy RMa Captain America 3 00
44 BHI MWo Hercules 3 00
45 AKp PGi Captain Marvel 3 00
46 AKp AKp Hulk 3 00
47 CSt BMa Yancy Street Gang 3 00
48 CSt BMa Jack of Hearts 3 00
49 AKp MJd Dr Strange 3 00
50 JBy JBy Thing from past 3 00
51 FM PGi Avengers 5 00
52 JCr SGr Moon Knight 3 00
53 JBv MGn Quasar 3 00
54 JBy MGn Deathlok 6 00
55 JBy MGn Giant Man,Nuklo 3 00
56-68 2 00
69 RWi MGn G's of the Galaxy 2 00
70-79 2 00
80 RWi TDe Ghost Rider 4 00
81-82 2 00
83 RWi TDe Sasquatch 2 00
84 RWi TDe Alpha Flight 2 00
85-99 2 00
100 RWi JBy Alternate Earth Thing 2 00
ANNUAL 1 SBu RTh Liberty Legion 4 00
ANNUAL 2 Thanos 20 00
ANNUAL 3 SBu MWo Nova 3 00
ANNUAL 4 JCr DMi Black Bolt 3 00
ANNUAL 5 AKp AKp Hulk,Stranger 2 50
ANNUAL 6 1.American Eagle 2 50
ANNUAL 7 RWi TDe Champion 2 50

TOPPS (1994-1995)

1-4 RKy RTh adaptation of film; each comes bg'd with a card 2.95
1A-4A reg editions, no bags or cards, alternate covers 2 50
TPB collects entire series 9 95

DARK HORSE (1991)

0 (12/91) 5.50
1 (8/91) 10.00
2-3 8 00
4 (10/91) 6.00
TPB reps. #1-4 w/unpublished pgs 14.95

2ND SERIES (1995-current)

1 DMn JAr new series for Mask 2 50
2 DMn JAr Walter's out for blood 2 50
3 DMn JAr Walter clashes w/Mask 2.50
4 DMn JAr Mask-O-Vision! 2.50
5 DMn JAr Mask Strikes Back, p5 2 50
6 EDo PGo Hunt For Green October 2.50

THE MASK RETURNS (1992-1993)

1 3 50
2 2.75
3-4 2 50
SC reprints #1-4 14 95

THE MASK SUMMER VACATION (1995)

HC RGe summer shenanigans 10.95

DARK HORSE (1995)

2-volume set collecting original MASK mini-series, & THE MASK RETURNS, comes signed & numbered 99.95

DARK HORSE (1994)

1-2 movie adaptation 2.50

MARVEL (1974-1983)

previously *Special Marvel Edition*

17 20.00
18 15 00
19-24 10 00
25-36 7 00
37-60 4 50
61-99 3 25
100 Double size 4 00
101 117 2 50
118 Double size 3 00
119-124 2 00
125 Double size 3 00

BLEEDING BLACK (1991)

1 3 00

© Tim Kirk

TUNDRA (1992-1993)

1-4 RVe 3 95
5-6 RVe 2 95

IMAGE (1993-current)

1/2 regular edition 10.00
1/2A gold foil edition 20 00
1 SKi in New York 5.00
1A glow in the dark cvr 25.00
2 3 SK 4.00
4-10 3.00
11-15 2.25
16 SK WLo Maxx is peeved at Julia 1 95
17 SKi WLo Maxx forgives Julia 1.95
TPB reprints early issues 12.95

DARK HORSE (1989)

1 Masque (now called Mask) 15 00
2 Mask 10 00
3 Mask 10 00
4 Mask 10 00

DARK HORSE (1995)

1-shot Golden City hero battles new foe while visiting home 2.95

MEGATON PUBLISHING (1982-1987)

1 ELa B:Vanguard 7 00
2 ELa 5 00
3 ELa 1 Savage Dragon 15 00
4 ELa Savage Dragon 10 00
5 3 00
6-7 3 00
8 Youngblood preview 15 00

MEGATON PUBLISHING (1987)

1 20 00

MARVEL (1989)

1 JMu KWi painted covers, Havok & Wolverine story 6 00
2 JMu KWi 1:Meltdown 5 00
3 JMu KWi Havok vs Wolvie 5.00
4 JMu KWi Wolvie vs Meltdown 5 00
TPB reprints #1-4 16.95

KITCHEN SINK (1993-1994)

1 SBi KEa 3.50
2 SBi KEa Tyler vs Ftrs. of Shant'r 2.95
3 SBi KEa second coming of Eden's savior,Eden's vision 2 95
4 SBi KEa dbl-sz 3.50
SC collects #1-4, prologue from HEAVY METAL, & other special features 19.95

MARVEL (1987)

1-4 JBu AMi 2 50

DC COMICS (1963-1978)

1 380 00
2 130 00
3-6 80 00
7 12 50 00
13-20 36.00

21 Batman 25.00
22-26 ..... 20.00
27 Origin retold:Metal Men..... 45.00
28-30 ..... 20.00
31-41 (1970) 15.00
42-44 (1973) 7.00
45-56 (1976) 4.00

MINI SERIES (1993-1994)

1 DJu MCr multi-colored foil cvr 3.75
2 DJu MCr true origin of Metal Men revealed 1.25
3-4 DJu MCr vs Missile Men 1.25

MALIBU (1995-current)

1 NBr mini-series about enigmatic superhero 2.95
2 NBr Mandelbrot malfunctions 2.95
3 NBr Dietrich's nightmare 2.95
ASHCAN info on new hero 1.00

DC COMICS (1994)

1-4 ..... 1.50

MARVEL (1993)

1-9 ..... 3.95
ASHCAN 0.75

MALIBU (1993)

1 Direct 3.95
1A Newsstand 1.95
2-4 ..... 1.95
5 invasion on Earth 1.95
6 vs Trepid's forces 1.95

HAMILTON COMICS (1994-1995)

1-6 based on TV show 1.95
TPB reprints #1-6 ..... 9.95

2ND SERIES (1995-current)

1-2 based on TV show 1.95
3 based on TV show 1.95

MARVEL (1995)

1 foil board cover 3.95

MIGHTY MORPHIN' POWER RANGERS TWO PACK

1 movie adaptation split into two books, w/photos & pin-ups; bad on cardstock board 2.49

HAMILTON COMICS (1995-current)

1 mini-series 1.95

TEKNO•COMIX (1995-current)

1 EBa MCo limited series about hard-boiled P... created by M. Spillane 1.95
2 EBa MCo world of 2052 A.D. 1.95
3 EBa MCo Mike faces murder rap 1.95

DC COMICS (1988)

1-8 JSo SEn 1.75

ECLIPSE (1985-1988)

1-15 ..... 2.00
16-28 ..... 1.75
3-D SPECIAL 1 ..... 3.00

DC COMICS (1971-1978)

1 Jack Kirby art 30.00
2 JK 18.00
3 JK 10.00
4-8 JKi double sz 10.00
9-10 JK 9.00
11-17 JKi 6.00
18 JKi M:Scott Free & Big Barda 6.00
19-25 JKi 4.00
SPECIAL 1 JKi 2.00

2ND SERIES (1989-1991)

1 ..... 1.50
2-28 ..... 1.25

DC COMICS (1994-1995)

1 WPI GUs supernatural gangster mini-series set in London 2.50

2-6 WPI GUs 2.50

MARVEL (1973-1975)

1 ..... 18.00
2-7 ..... 9.00
8-9 Dracula 10.00
10-12 ..... 7.00
13-18 ..... 4.00

MARVEL (1971-1974)

previously Chamber ...

10-15 ..... [illegible]
16 4th app Kull ..... [illegible]
17-20 ..... [illegible]
21-30 ..... [illegible]

MARVEL (1980-1984)

1 BSi DMo ..... [illegible]
2-7 BSi DMo ..... [illegible]
8 BSi DMo ..... [illegible]
9-11 BSi DMo 3.00
12-14 BSi DMo 3.00
15 BSi DMo 1st direct sale issue 4.00
16-20 BSi DMo 2.00
21 BSi DMo 2.00
22-34 BSi DMo 2.00
35 BSi DMo X-Men 4.00
36-38 BSi DMo 2.00

2ND SERIES (1985)

1 CWa AZe 2.00
2-6 CWa AZe 1.75

3RD SERIES (1989-1994)

1 SVe CDi Bushman 5.00
2 SVe CDi Spider-Man 3.00
3-7 ..... 2.00
8-9 CDi Punisher 2.00
10-15 ..... 2.00
16-18 Trial of Marc Spector 2.00
19 Spider-Man,Punisher 2.00
20 Spider-Man,Punisher 2.00
21 Spider-Man,Punisher 2.00
22 Chainsaw 2.00
23-24 ..... 2.00
25 Ghost Rider 2.00
26-34 ..... 2.00
35 RGa TKa Punisher 1.50
36-37 RGa TKa p2-3,Punisher 1.50
38 RGa TKa p4,Punisher 1.50
39 GKw TKa new costume 1.50
40-49 ..... 1.50
50 Anniversary issue 3.50
51 Gambit 1.50
52-54 ..... 1.50
55 SPt vs Sunstreak 12.00
56 SPt vs Seth the Immortal 8.00
57 SPt Infinity Crusade epilogue 6.00
58 ..... 3.00
59 D Bloodline 3.00
[illegible] issue D:Moon Knight 6.00
[illegible] 2.50

DIVIDED WE FALL (1992)

[illegible] 4.95

MARVEL (1983-1984)

[illegible] 10.00
2 ..... 5.00
3 ..... 4.00
4 ..... 3.00

DC COMICS (1994-1995)

MoDm reprints adult comic about [illegible] years of young boy 2.25
2-[illegible] MoDm 2.25
[illegible] MoDm final issue w/6 new pgs 2.25

MARVEL (1992-current)

1 RMa LNa 4.00
2-5 RMa LNa 3.00
6-20 ..... 2.00
21-24 ..... 1.95
25 dbl size Morbius falls in love 2.50
26-32 ..... 1.95

MALIBU (1994)

0 special stories based on game 2.95
1 based on video game 2.95
1A gold foil cover 10.00
1B special edition, new pgs,features 2.95
2-6 ..... 2.95

TOURNAMENT EDITION BATTLE FINALE (1994)

1 dbl-sz conclusion to "Blood & Thunder" storyline 3.95

MORTAL KOMBAT KOLLECTION (1995)

TPB collects #1-6, plus Tournament Edition Battle Finale 14.95

MALIBU (1995)

[illegible] battles Scorpion 2.95

MALIBU (1995)

1-5 Kombat free-for-all 2.95
6 final issue 2.95

MALIBU (1994)

1-3 the big guy with the four arms gets his own mini-series 2.95

MALIBU (1995)

1 Hey, it's the dude w/the sharp hat 2.95

MALIBU (1995)

1 team up between Kombat titans, foil-stamped cover 4.95
1A regular cover 2.95
2 battle on Outworld, Reptile 2.95
3 final issue 2.95

MALIBU (1995)

1 the U.S. team in own mini-series 3.50
2 final issue 2.95

TEKNO•COMIX (1994-current)

1 TSI JVn adventures of robotic hero, created by Neil Gaiman 4.50
2-6 TSI JVn 1.95
7 TSI JVn Deadbolt & Bloodbolt 1.95
8 TSI JVn gambles at casino 1.95
9 TSI JVn another Mr. Hero appears 1.95

DC COMICS (1994)

HC DMk NGa nightmarish tale about childhood fear and pain 24.95

MARVEL (1977-1979)

1 JBu GCy 1:Ms. Marvel 5.00
2 JBu GCy O:Ms. Marvel, 1 Destructor 4.00
3-8 ..... 3.00
9 KPo CCl 1:Deathbird 5.00
10-12 ..... 3.00
13-15 ..... 2.00
16 JMo CCl cameo:Mystique 12.00
17 cameo:Mystique 5.00
18 1st full Mystique 14.00
19-23 ..... 2.00

TEKNO•COMIX (1995-current)

1 JWk KWr space intrigue 1.95
2 JWk KWr sanitation problems 1.95
3 JWk KWr Bambina arrives 1.95

DC COMICS (1955-1964)

1 ..... 800.00
2 ..... 375.00
3-6 ..... 260.00
7-12 ..... 175.00
13-15 ..... 125.00
16-18 Kirby art 150.00
19 ..... 100.00
20-21 Kirby art 150.00
22-24 ..... 100.00
25-27 ..... 75.00
28 Kirby art 150.00
29-40 ..... 75.00
41-61 ..... 50.00
62 1st 12¢ issue 35.00
63-79 ..... 20.00
80 BPr ADr 1:Doom Patrol, 1:General Immortus 325.00

HAWKMAN #22 Thanagar has been ravaged by aliens, but the Justice Leaguers stop their attack and release 1,000 captured Thanagarians, who set out immediately to repopulate the planet. Hmmm, could be fun

81-85 ..... 100.00
becomes *Doom Patrol*

MY NAME IS MAGGANT

DC COMICS (1995)
1-4 mini-series for BLOOD SYNDICATE character 2.50
5 mini-series concludes 2.50

MYSTERY IN SPACE

DC COMICS (1951-1981)
1 Frazetta art 1,800.00
2 ..... 700.00
3-6 ..... 550.00
7-12 ..... 400.00
13-18 ..... 225.00
19 Art. Virgil Finlay 275.00
20-24 ..... 220.00
25 1st Code Approved issue 200.00
26-30 ..... 175.00
31-52 ..... 150.00
53 B: Adam Strange 1,100.00
54 ..... 350.00
55 Grey tone cover 225.00
56-60 ..... 130.00
61-71 ..... 100.00
72 1st 12-cent issue 75.00
73-74 ..... 65.00
75 Justice League x-over 200.00
76-80 ..... 65.00
81-86 ..... 45.00
87 Hawkman 180.00
88-89 Hawkman 120.00
90 Hawkman (pre-H'kman #1) 120.00
91 ..... 20.00
92-103 Space Ranger 25.00
104-110 (1966) 10.00
111-117 (1980 series) 3.00

NAMOR

MARVEL (1990-current)
1 IBy By Sub-Mariner 4.00
2 IBy By Griffin 3.00
3-6 By By 2.00
7-22 JBy JBy 1.50
23 JBy JBy Wolverine,R:Iron Fist 2.50
24 JBy JBy Iron Fist,Dr Strange, Wolverine 2.50
25 IBy IBy O:Iron Fist,Wolverine 2.50
26 JAi By 1:Jae Lee Namor 7.00
27 JAi By vs Namorita 5.00
28 JAi By Iron Fist 4.00
29 JAi By Namorita 4.00
30 ..... 3.00
31 Dr Doom 3.00
32-49 ..... 1.25
50 affair w/Susan Richards, silver/transparent cvr,dbl sz 2.95
50A regular cvr edition 1.50
51-52 Cis GHd 1.50
53-57 Cis GHd Lyron, Namor's son 1.50
58-59 Cis GHd battles Abomination 1.50
60 Cis GHd beset by foes 1.50
61 Cis GHd 1.50
62 Cis GHd Atlantis Rising prelude 1.50
ANNUAL 1 ..... 2.00
ANNUAL 2 Fr RMz Return of the Defenders p2 ..... 2.25
ANNUAL 3 RMz 1:Assassin, Iron Fist,bagged w/card 2.95
ANNUAL 4 MDa KBI Hydra plot 2.95

NECROMANTRA/LORD PUMPKIN

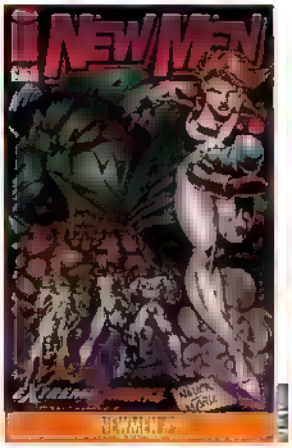
MALIBU (1995)
1 flip-book mini-series, also featuring Marvel's Loki 2.95
2 flip-b'k; Necromantra declares war 2.95
3 flip-book; O: Lord Pumpkin 2.95
4 Necromantra vs. Lord Pumpkin 2.95
4A cover by Kyle Hotz 2.95

NEGATIVE BURN

CALIBER PRESS (1993-current)
1 ..... 4.00
2 ..... 3.00
3 Bone preview 3.00
4-12 ..... 2.95
13 ..... 3.95
14-24 ..... 2.95
25 ..... 3.95
NEGATIVE BURN BEST OF YEAR ONE (1995)
TPB reprints 9.95

NEW MEN

DC COMICS (1971-1978)
1 Jack Kirby art 35.00



2 JKi 18.00
3 JKi 15.00
4-6 Ki giant sz 15.00
7-9 JKi giant sz 10.00
10-11 JKi 8.00
12-19 JKi 4.00

NEWMAN

IMAGE (1994-current)
1 ESp JMs 1:Newmen, vs Elemental 3.00
2 ESp JMs 2.25
3 ESp JMs 2.25
4 ESp JMs guest starring Ripclaw 2.25
5-13 ..... 2.50
14 Man Who Sold the World 2.50
15 escape from Dominion Nu Gene 2.50
16 Pastime & the Time Guild 2.50

NEW MUTANTS

MARVEL (1983-1991)
1 BMc CCI O:Karma 10.00
2 BMc CCI 6.00
3 BMc CCI 1:Demon Bear 4.50
4 SBu CC, child abuse story 4.50
5-10 SBu CC 4.50
11 SBu CCI Selene defeated 4.00
12 SBu CCI :Magma 4.00
13 SBu CCI 1:Douglas Ramsey, Kitty Pryde 4.00
14 SBu CCI X-Men 4.00
15 SBu CCI W Queen,K. Pryde 4.00
16 SBu CCI 1,Thunderbird II 5.00
17 SBu CCI vs Hellions,S. Shaw 4.00
18 BSi CCI 1:new Warlock 11.00
19 BSi CCI Demon Bear p2 ..... 4.00
20 BSi CCI D:Demon Bear 4.00
21 BSi CCI O&I:Warlock, dbl sz 11.00
22 BSi CCI X-Men 3.00
23 BSi CC Magneto 3.00
24 BSi CC O:C& D,Magneto 3.00
25 BSi CCI 1:D. Haller cameo (Legion 12.00
26 BSi CC D Haller shows powers 18.00
27 BSi CC 1 Haller as Legion 16.00
28 BSi CC O:Legion 12.00
29 BSi CC 1:Guido(Strong Guy) 3.00
30 BSi CCI R Karma 3.00
31 BSi CCI vs Karma,Shadowcat 3.00
32-43 ..... 3.00
44 JGu CCI vs Legion 10.00
45-49 ..... 3.00
50 JGu CCI R Professor X 4.00
51-59 ..... 3.00
60-72 BBi LSi 2.00
73 Inf Magik loses powers,dbl sz 2.50
74 1:X-Terminators 2.00
75 JBy vs Magneto,Black King 4.00
76-84 ..... 2.00
85 Liefeld cvr,vs Mirage 4.00
86 RLd LSi Acts of Vengeance 1:Stryfe (cameo),Cable promo 10.00
87 RLd LSi 1:Cable,1 M.F. 1:Stryfe(full),Freedom Force 30.00
87A 2nd print 1.00
88 RLd LSi Cable vs Freedom Force 12.00
89 RLd LSi I:Cable,Fridm Force 8.00
90 RLd LSi new costumes 8.00
91 RLd LSi 8.00
92 BH DZi vs Skrulls,fill-in story 4.00
93 RLd LSi Wolv Sunfire,1 Sumo, 1:Dragoness,1:Kamikaze 8.00
94 RLd LSi Wolverine vs Cable 8.00
95 RLd LSi D Warlock 8.00
95A 2nd Printing 3.00
96 RLd LSi X-Factor X-Men 8.00
97 GYa LSi X-Factor X-Men 8.00
98 RLd FNi 1:Vanessa (as Domino), 1:Deadpool 1:Gideon 9.00
99 RLd FNi O:Sunspot 1:Feral, 1:Shatterstar,I:Warpath 8.00
100 RLd FNi double size, I:X-Force,IR:Stryfe 10.00
100A 2nd Printing,Gold 4.00
100B 3rd Printing,Silver 1.50
PF reps Marvel Graphic Novel #4 ..... 5.95
ANNUAL 1 1 Lila Cheney 6.50
ANNUAL 2 1:Psylocke,1:Meggan 4.00
ANNUAL 3 Impossible Man 4.00
ANNUAL 4 Evolutionary Wars 5.00
ANNUAL 5 Atlantis Attacks 10.00
ANNUAL 6 Days of Future Pres 5.00
ANNUAL 7 early X-Force story 4.00
DEMON BEAR SAGA (1990)
TPB Reprints 8.95

THE NEW SHADOWHAWK

IMAGE (1995-current)
1 JFr/APe KBu there's a new ShadowHawk loose in the city 2.50

NEW TEEN TITANS

DC COMICS (1980-1984)
1 GPe MWo 1&O:Cyborg, 1&O:Starfire II,1:Grant Wilson 15.00
2 GPe MWo 1:Deathstroke, 1:Wintergreen,1:Grant Wilson as Ravager,D:Ravager,1:Trigon 15.00
3 GPe MWo 1&O:Psimon, O:Raven,O:Starfire 6.00
4 GPe MWo JLA,O:Trigon 6.00
5 CSw MWo JLA,vs Gordon 6.00
6 GPe MWo vs Trigon 4.00
7 GPe MWo O:Cyborg,vs Fearsome Five,Titans Tower blueprints 4.00
8 GPe MWo 1,Terry Long 4.00
9 GPe MWo vs Puppeteer 4.00
10 GPe MWo IR:Deathstroke, O:Changeling 8.00
11-28 ..... 2.00
29 GPe MWo Brother Blood 1.25
30 GPe MWo I:Terra 1.25
31 GPe MWo Raven insane 1.25
32 GPe MWo O:Kid Flash 1.25
33 GPe MWo D:Trident 1.25
34 GPe MWo Deathstroke 5.00
35 KPo MWo Sarah Simms 1.25
36 KPo MWo H V.E 1.25
37 GPe MWo Batman 1.25
38 GPe MWo O:Wonder Girl 1.25
39 GPe MWo Q Kid Flash, last Dick Grayson Robin 5.00
40 GPe MWo Brother Blood 1.25
ANNUAL 1 GPe MWo Omega Men 3.75
ANNUAL 2 GPe MWo 1:Adrian Chase as Vigilante II 3.50
becomes *Tales of the Teen Titans*
DRUG AWARENESS GIVEAWAY (1983)
1 GPe MWo 1:Protector, from the Keebler Co 2.00
2 RAn MWo Protector, from American Soft Drinks 1.50
3 AGn MWo Protector, from BM corporation 1.50
2ND SERIES (1984-1988)
1 GPe MWo Raven posessed 5.00
2-9 ..... 3.00
10-49 ..... 2.00
ANNUAL 1 EHa MWo 1:The Vanguard 2.50
ANNUAL 2 O B. Blood 2.50
ANNUAL 3 I: Danny Chase 2.50
ANNUAL 4 ..... 2.50
Becomes *New Titans*
THE JUDAS CONTRACT (1988)
TPB 14.95

NEW ENGLAND

NEW ENGLAND COMICS
1 by various artists,writers 3.25

NEW TITANS

DC COMICS (1988-current)
previously *New Teen Titans (2nd)*
0 MWo JIn Zero Hour aftermath;new team created 1.95
50 GPe MWo Wonder Girl's story 3.00
51-54 GPe MWo W Girl's story 2.00
55 GPe MWo WG becomes Troia 2.00
56-59 GPe MWo 2.00
60 TGr MWo Lonely Place of Dying 5.00
61 TGr MWo Lonely Place of Dying 5.00
62-65 TGr MWo Deathstroke 2.00
66-69 TGr MWo 2.00
70 TGr MWo Deathstroke 2.00
71 TGr MWo Titans Hunt 5.00
72-75 TGr MWo Titans Hunt 4.00
76 TGr MWo D:Titans Tower 3.00
77-84 ..... 2.00
85 TGr MWo O Phantasm 2.00
86 TGr MWo 1.50
87 LSi MWo 1.50
88 TGr MWo vs Team Titans 1.50
89 IBr MWo 1.50
90 TGr MWo Total Chaos,p2 ..... 1.50
91 TGr MWo Total Chaos,p5 ..... 1.50
92 TGr MWo Total Chaos,p8 ..... 1.75
93 Titans Sell-Out 1.50
94-96 Red Star Cyborg 1.50
97-99 The Darkening,p1-3 ..... 1.50
100 p4, dbl sz, holograp'c roll cvr 3.50
101-111 ..... 1.75
112-121 ..... 1.95
122 Supergirl joins team 2.25
123 O: Minion 2.25
124 Siege of Zi-Charam, p1 ..... 2.25
125 dbl-sz; Siege of Zi-Charam, p5 ..... 3.50
ANNUAL 5-6 ..... 3.75
ANNUAL 7 Arm 2001 ..... 4.00
ANNUAL 8 Eclipse 3.75
ANNUAL 9 MDa Bloodlines,p5, 1:Anima 3.50
ANNUAL 10 SCI MWo Elseworlds 3.50
ANNUAL 11 Info on team members 3.95

NEW WARRIORS

MARVEL (1990-current)
1 MBa FNi Avengers 8.00
1A 2nd print 3.00
2 MBa FNi Midnights Fire 6.00
3-12 ..... 4.00
13-18 MBa FNi 3.00
19-24 MBa FNi 2.00
25 MBa FNi D:Tai 2.00
26-39 ..... 1.25
40 DRb FNi Direct Market edition, gold foil-enhanced cover 2.00
40A Newsstand ed.,regular cvr 1.25
41-46 ..... 1.25
47-49 ..... 1.25
50 Time o8, glow-in-the-dark cvr 2.95
50A regular cvr 1.50
51-59 ..... 1.50
60 dbl-sz.; Nova Omega,p2 ..... 2.50
61 "Maximum Clonage" prologue 1.50
62 "Maximum Clonage" tie-in 1.50
ANNUAL 1 ..... 5.50
ANNUAL 2 ..... 2.25
ANNUAL 3 1:Void,bagged w/card 2.95
ANNUAL 4 R & vs.Psionex 2.95
ASHCAN 0.75
TPB rep Thor #411-412,New Warriors #1-4 ..... 12.95

NEXUS

CAPITAL (1981-1984)
1 ... 15.00
2 ... 10.00
3 w/record ... 8.00
4-6 ... 5.00

FIRST (1983-1991)
1 SRu MBo ... 6.00
2-5 SRu MBo ... 2.50
6 SRu MBo ... 4.50
7-8 SRu MBo ... 2.50
9-54 SRu MBo ... 2.50
55-80 SRu MBo ... 2.25
BOOK ONE TPB reprints #1-5,with new material ... 14.95
BOOK TWO TPB reprints #6-10,with new material ... 14.95

NEXT NEXUS (1989)
1-4 MBo ... 3.00

NEXUS LEGENDS (1989-1991)
1 reprints ... 2.25
2-23 ... 2.00

NEXUS: OUT OF THE VORTEX (1995-current)
1-3 JCo MBo ... 2.50

NEXUS: WAGES OF SIN (1995)
1 SRu MBo must avenge young girl's family ... 2.95
2 SRu MBo searches for serial killer ... 2.95
3 SRu MBo must solve murders ... 2.95
4 SRu MBo mini-series concludes ... 2.95

NEXUS

DARK HORSE

ALIEN JUSTICE (1992-1993)
1-3 ... 3.95

THE LIBERATOR (1992)
1-4 ... 2.50

THE ORIGIN (1992)
1 ... 3.95

NICK FURY, AGENT OF S.H.I.E.L.D.

MARVEL (1968-1971)
1 ... 35.00
2 ... 25.00
3 ... 20.00
4-5 ... 18.00
6-7 ... 12.00
8-10 ... 5.00
11-12 ... 4.50
13-14 ... 3.00
15 1&D:Bullseye ... 20.00
16-18 ... 3.00

2ND SERIES (1989-1993)
1 ... 3.00
2 ... 2.00
3-31 ... 1.50
32-47 ... 1.75
ASHCAN history of Nick Fury ... 0.75

NICK FURY/BLACK WIDOW: DEATH DUTY (1995)
SC Night Raven ... 5.95

NICK FURY/CAPTAIN AMERICA (1995)
SC duo protects Russian defector ... 5.95

NICK FURY/WOLVERINE: SCORPIO CONNECTION
HC HCh AGn I:Scorpio ... 16.95
SC ... 14.95

NICK FURY VS. S.H.I.E.L.D.

MARVEL (1988)
1 PNe BHa Hydra, D:Clay Quartermain ... 6.00
2 PNe BHa ... 5.00
3 PNe BHa Tony Stark ... 4.00
4-6 ... 3.00
TPB reprints mini-series ... 15.95

THE NIGHT BEFORE CHRISTMASS

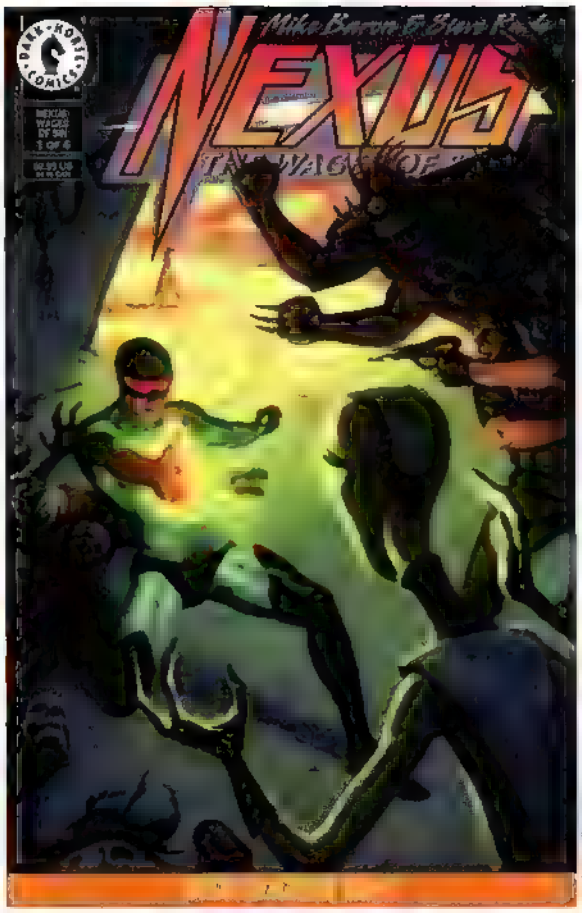
DARK HORSE (1994)
HC RGe Christmastime, Mask style ... 9.95

NIGHTCRAWLER

MARVEL (1985-1986)
1 DCo DCo fantasy dimension ... 5.00
2 DCo DCo vs Shagreen the Sorcerer,Kitty Pryde,Illyana ... 3.00
3 DCo DCo alternate X-Men ... 3.00
4 DCo DCo return to Earth ... 3.00

THE NIGHT MAN

MALIBU (1993-current)
1 DRb SEn 1:N Man,1:Deathmask, Rune story w/ #0 coupon ... 3.00
1A silver foil cover ... 6.00
2 ... 2.25
3-14 ... 1.95
15 Rigoletto ... 1.95
16 flip-bk w/U'verse Premiere #11 ... 3.50
17 dangerous new villainess ... 2.50
18 Bloodyfly ... 2.50
19 battle to the finish w/Deathmask ... 2.50
20 army of Bloodyflies ... 2.50
21 secret identity discovered ... 2.50
22 Loki quest stars (Man, he's really been getting around lately!) ... 2.50
ANNUAL 1 teams w/Strangers ... 3.95



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NIGHT THEATRE

MARVEL

FOUR CONTROL (MINI-SERIES, 1992-1993)
1-4 DHo FNi ... 2.00

SERIES (1993-current)
1 MBa FNi New Warriors,multi-level embossed/holo-grafx foil cvr ... 2.95
2-9 ... 1.75
10-21 ... 1.95

NIGHTWING

DC COMICS (1995-current)
1 GLn DOn mini-series; Dick uncovers new facts about parents' murder ... 2.25
2 JQu MMo vs Dr. Silk,WEBNET ... 3.00
3 JQu MMo vs Seventh Dragon ... 2.00
4-13 ... 2.00
14-15 Cry Wolf p1-2 ... 2.50
16-21 ... 2.50
22 Bitter Wind ... 2.50
23-24 vs. South American slavers ... 2.50
25 forms his own organization ... 2.50
26 helps friend accused of murder ... 2.50
YEARBOOK 1 Dr Silk's nuke threat ... 3.95

NIGHTWING: ALFRED'S RETURN

DC COMICS (1995)
1 DGi AGr Alfred seeks N'wing's aid ... 3.50

NINA: A NEW & IMPROVED ALL-TIME GREATEST COLLECTION CLASSIC

DARK HORSE (1994)
1 NPa Eisner award-winning artist's second anthology comic ... 2.50

NINJAK

ACCLAIM/VALIANT (1994-current)
0 Ninjak's origin,p1 ... 2.50
00 origin,p2; birth of WEBNET ... 2.50
1 JQu MMo in mid. of WEBNET/ Weaponeers war,chromium cvr ... 4.00
1 Gold edition ... 7.00

THE NOCTURNALS

MALIBU (1995)
1 DBn creepy strangers in town ... 2.95
1A newsstand ed. w/different cvr ... 2.95
2-4 ... 2.95
5 H'ween Girl goes to Monster Shop ... 2.95
6 final issue ... 2.95

NOCTURNE

MARVEL (1995-current)
1 JFt DAt new hero in London ... 1.50
2 JFt DAt origin of Nocturne ... 1.50

NORMALAND

MARVEL (1994)
1-4 ... 1.50

NORTHSTAR PRESENTS JOHN O'BARR

NORTHSTAR (1994)
JOb collection of O'Barr's work ... 2.50
Gold Edition same as above, w/gold-foil enhanced cvr; limited ... 4.95

NOVA

MARVEL (1976-1979)
1 JBu MWo 1&O:Nova ... 15.00
2 ... 8.00
3 ... 6.00
4 SBu MWo Thor ... 5.00
5 SBu MWo Tyrannus ... 5.00
6 SBu MWo 1:Sphinx ... 5.00
7 SBu MWo Sphinx ... 5.00
8 SBu MWo 1:Protector ... 5.00
9 SBu MWo Megaman ... 5.00
10 SBu MWo 1:Firefly ... 5.00
11 SBu MWo Sphinx ... 4.00
12 SBu MWo Spider-Man ... 4.00
13-25 ... 4.00

2ND SERIES (1994-1995)
1 CMa FNi gold cvr,vs Gladiator ... 2.50
1A standard version ... 1.50
2-4 CMa FNi ... 1.50
5-18 ... 1.50

O'NAMA THE FAT DANCER

KITCHEN SINK (1986-current)
0 Reprints Bizarre Sex #9 ... 3.00
1 ... 8.00
2 ... 3.50
3-6 ... 3.25
7-11 ... 2.75
12-17 ... 2.50
18-19 ... 2.95
20 ... 2.95

OMEGA MEN

DC COMICS (1982-1986)
1 KGi RSI ... 2.00
2 KGi RSI ... 1.50
3 KGi RSI 1:Lobo ... 10.00
4 KGi RSI ... 1.50
5 KGi RSI Lobo ... 5.00
6-8 ... 1.25
9 Lobo cameo ... 3.00
10 Lobo ... 7.00
11-18 ... 1.25
19 Lobo ... 5.00
20 O:Lobo ... 5.00
21-36 ... 1.25
37 SMs TKi Lobo ... 7.00
38 SMs TKi ... 1.75

OMNI

PENTHOUSE COMIX (1995-current)
1 new science-fiction comic anthology series included w/OMNI magazine ... 3.50
2 comes w/OMNI magazine ... 3.95

OPERATION: KNOCKDOWN STRIKE

IMAGE (1995-current)
1 story of elite strike team ... 2.50
2 mission to Afghanistan ... 2.50
3 vs. insane Russian general's army ... 2.50

THE OTHERS

IMAGE (1995-current)
0 reprints first two "Others" stories from pages of SHADOWHAWK ... 1.00
1 battle begins ... 2.50
2 Mongrel challenges team ... 2.50
3 showdown with Mongrel ... 2.50

OUR ARMY AT WAR

DC COMICS (1952-1977)
1 ... 900.00
2 ... 400.00
3 ... 300.00
4-6 ... 250.00
7-12 ... 175.00
13 Kingstein art ... 200.00
14-24 ... 125.00
25-31 ... 100.00
32 1st Code-approved issue ... 100.00
33-36 ... 85.00
37-50 ... 75.00
51-60 ... 70.00
61-72 ... 60.00
73-80 ... 50.00
81 1: Sgt. Rock ... 1275.00
82 Sgt Rock cameo ... 310.00
83 Kubert Sgt Rock ... 420.00
84 ... 160.00
85 1 & Once Cream Soldier ... 170.00
86-90 ... 155.00
91 1st all Sgt. Rock issue ... 380.00
92-96 ... 100.00
97-108 ... 75.00
109-127 ... 45.00
128 O:Sgt. Rock ... 135.00
129-139 ... 30.00
140 All Sgt. Rock ... 25.00
141-150 ... 20.00
151 1:Enemy Ace ... 145.00
152 ... 15.00
153 Enemy Ace ... 65.00
154 ... 15.00
155 Enemy Ace ... 30.00
156-157 ... 15.00
158 1&O:Iron Major ... 25.00
159-163 ... 15.00
164 80 Page Giant #C-19 ... 35.00
165-176 ... 15.00
177 80 Page Giant #G-32 ... 30.00
178-181 ... 12.00
182-183 NAd ... 20.00
184-185 ... 12.00
186 NAd ... 20.00

INCREDIBLE HULK #431 The Abomination's friends are killed by mob-controlled police, inciting him to seek revenge. And then maybe a good plastic surgeon. The poor guy was no prize before, but now... eeew!

WIZARD PRICE GUIDE

187-189 ..... 11.00
190 80 Page Giant #G-44 ..... 20.00
191-199 ..... 10.00
200 Rock story told in verse 12.00
201 Reprint #14 ..... 7.00
202 no Sgt. Rock 2.00
203 80 Page Giant #G-56, no Sgt. Rock. 15.00
204-215 no Sgt. Rock 2.00
216 80 Page Giant #G-68 ..... 10.00
217-228 ..... 5.00
229 80 Page Giant #G-80 ..... 10.00
230-239 ..... 5.00
240 NAd 8.00
231 ..... 5.00
242 ..... 6.00
243-260 ..... 5.00
261-301 ..... 4.50

becomes *Sgt. Rock*

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OUR FIGHTING FORCES

DC COMICS (1954-1978)

1 ..... 525.00
2 ..... 250.00
3 ..... 220.00
4 1st Code-approved issue 180.00
5-6 ..... 155.00
7-9 ..... 130.00
10 art: Wallace Wood 140.00
11-12 ..... 105.00
13-18 ..... 95.00
19-24 ..... 80.00
25-30 ..... 65.00
31-40 ..... 55.00
41 Unknown Soldier prototype 85.00
42-44 ..... 55.00
45 B: Gunner & Sarge 180.00
46 ..... 105.00
47-50 ..... 60.00
51-56 ..... 30.00
57-62 ..... 25.00
63-64 ..... 20.00
65 1st 12-cent issue 15.00
66-75 ..... 10.00
76-80 ..... 8.00
81-90 ..... 7.00
91-128 ..... 4.00
129-181 ..... 3.00

OUT OF THE ABYSS

DARK HORSE (1993-1994)

1-11 Comics' G. World spinoff 2.00
12 last issue, final free-for-all 2.50

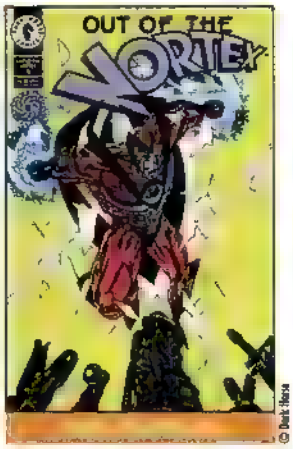
THE OUTSIDERS

DC COMICS (1985-1988)

1 JAp MWb 1.50
2 JAp MWb 1.50
3-28 ..... 1.50
ANNUAL 1 ..... 2.00
SPECIAL 1 ..... 1.50

2ND SERIES (1993-current)

0 Eradicator forms new team 1.95
1-ALPHA 1 Technocrat & Faust, TCh cover, D:Looker 1.75
1-OMEGA Halo, Katana, & Looker vs vampires, TCh cvr, D:Looker 1.75
2-9 ..... 1.75
10-16 ..... 1.95
17 Green Lantern, Darkstar, Arsenal 1.95
18 Sins of the Father, p1 ..... 1.95
19 Sins, p2; traitor within team 2.25
20 Metamorpho on rampage 2.25
21 new direction for team 2.25
22 battle on Apokolips 2.25



© Dark Horse

PENTHOUSE COMIX

PENTHOUSE COMIX (1994-current)

1 ..... 22.00
1A reps 1st issue with new material 6.00
2 ..... 15.00
3 ..... 10.00
4 ..... 5.50
5 ..... 4.95
6 direct edition (comic size) 4.95
6A newsstand ed. (magazine size) 4.95
7 direct edition (comic size) 4.95
7A newsstand ed. (magazine size) 4.95

PENTHOUSE COMIX ANNUAL

PENTHOUSE COMIX (1995-current)

1 new adult strip anthology series (comic size) 4.95
1A newsstand ed. (magazine size) 4.95
2 direct edition (comic size) 4.95
2A newsstand ed. (magazine size) 4.95
3 Kodiak, title now released only in magazine format 4.95

PERC

LIGHTNING (1993-current)

1 glow-in-dark flip cvr by JSs 4.00
2 ..... 3.00
3 ..... 2.95
4 face-to-face w/Alit. 1, Hellina 2.95
4A platinum ed. 6.00
5-8 ..... 2.95

PHANTOM FORCE

IMAGE (1993)

1 JK work by van's artists, w/card 2.50
2 JK vs Darkfire, Star Slayers 1.95

GENESIS WEST (1994-current)

3-10 ..... 2.50

PHANTOM STRANGER

DC COMICS (1969-1976)

1 ..... 60.00
2 ..... 25.00
3 ..... 18.00
4 New look (NAd art) 25.00
5-6 ..... 15.00
7 ..... 10.00
8-12 ..... 9.00
13-18 ..... 6.00
19-22 ..... 5.00
23 B: Spawn of Frankenstein 8.00
24 Spawn of Frankenstein 6.00
25-30 Spawn of Frankenstein 5.00
31-38 ..... 4.00
39-41 Deadman 5.00

PHOENIX: THE ALTERNATIVE

MARVEL (1984)

1 By CCI Original ending to uncanny X-Men #137 ..... 10.00

PIT

IMAGE (1993-current)

1 DKe I:Pitt, Timmy 8.00
2 DKe 5.00
3 DKe vs Zoyvod 4.00
4-8 ..... 2.25
9 DKe BHt reunited with Timmy 1.95
10 DKe Timmy displays powers 1.95
ASHCAN 1 ..... 10.00

PLANET OF THE APES

ADVENTURE (1990-1992)

1 DKe cover 4.00
1A Limited Edition 7.00
2-24 ..... 2.50

BLOOD OF THE APES (1991-1992)

1-4 DGo RMn 2.50

SINS OF THE FATHERS

1 ..... 2.50

FORBIDDEN ZONE (1992-1993)

1-4 ..... 2.50

PLASTIC MAN

DC COMICS (1966-1977)

1 ..... 55.00
2 ..... 25.00
3-6 ..... 20.00
7 O:Plastic Man 25.00
8-10 (1968) 14.00
11-20 (1976) 5.00

POWER & GLORY

MALIBU (1994-current)

1 HCh unique look at heroes 3.00
1A HCh same book, different cvr 3.00
1B HCh same book, w/bonus book, blue foil 5.00
1C HCh same book, w/limited edition serigraph 5.00
1D HCh same book, gold logo 8.00
1E HCh same book, silver logo 8.00
1F HCh bagged newsstand ed. 3.00
2 HCh 2.50
3 HCh Gorsk gets angrier 2.50
4 HCh w/Bravura Gold Stamp 2.50
TPB reprints entire mini-series; comes with Bravura Hot Stamp 12.95

WINTER SPECIAL (1994)

1 HCh 2.95

POWER MAN

MARVEL (1974-1978)

previously *Hero For Hire*

17 ..... 11.00
18-20 ..... 8.00
21-27 ..... 5.00
28-47 ..... 4.50
48-49 vs Iron Fist 3.50
ANNUAL 1 ..... 4.00
GIANT SIZE 1 ..... 1.25

becomes *Power Man & Iron Fist*

POWER MAN AND IRON FIST

MARVEL (1978-1986)

previously *Power Man*

50 J: Iron Fist 1.25
51-56 ..... 1.25
57 X-Men 5.00
58-65 ..... 1.25
66 2nd app. Sabretooth 45.00
67-77 ..... 1.25
78 Sabretooth, Constrictor 22.00
79-83 ..... 1.25
84 Sabretooth 22.00
85-124 MBr JOw 1.25
125 MBr JOw D:Iron Fist 1.75

THE POWER OF PRIME

MALIBU (1995-current)

1 origin of Prime's powers 2.50
2 ..... 2.50

THE POWER OF SHAZAM!

DC COMICS (1994)

HC JOr JOr spotlight on Captain Marvel, w/new details 19.95
TPB 9.95

SERIES (1995-current)

1 PKr JOr new Captain Marvel series 1.50
2 PKr JOr the Arson Fiend 1.50
3 PKr JOr Ibac 1.50
4 PKr JOr Mary Marvel & T. Tawny 1.75
5 PKr JOr Mary battles Black Adam 1.75
6 PKr JOr battle with Captain Nazi 1.75
7 PKr JOr Freddy Freeman 1.75

POWER OF THE MARK

DARK HORSE (1993-current)

1-4 BRd MWb 2.50

POWER PACK

MARVEL (1984-1991)

1 JBr LSi 1&O:Power Pack. 2.00
2-18 JBr LSi 1.00
19 JBr LSi Wolverine 5.00
20-26 Bo LSi 1.00
27 Bo LSi Sabretooth Wolverine 5.00
28-45 ..... 1.00
46 Punisher 1.00
47-62 ..... 1.00

HOLIDAY SPECIAL (1992)

1 JBr JSi 2.00

ORIGIN ALBUM

TPB 7.95

PRAETORS

DC COMICS (1995-current)

1 SDn GEn new Vertigo series 6.00
2 SDn GEn 3.00
3 SDn GEn Sheriff Root pursues Jesse 2.50
4-5 ..... 2.50
6 SDn GEn Naked City, p2 ..... 2.50

PREDATOR

DARK HORSE (1989-1990)

1 CWa MVe 1: Shaeler 15.00
1A 2nd print 4.00
2 CWa MVe 10.00
3 CWa MVe 6.00
4 CWa MVe 4.00

BAD BLOOD (1993-current)

1-4 DTm EDo 2.50

BIG GAME (1991)

1 EDo JAr 4.00
2-4 EDo JAr 2.50
TPB 13.95

BLOODY SANDS (1992)

1-2 DBa DBa World War I 2.50

COLD WAR (1991)

1-4 RRa MVe Predators in Siberia 3.00

PREDATOR 2 (1991)

1 DBa FHe Movie Adaptation 2.50
2 MBr FHe Movie Adaptation 2.50

RACE WAR (1993)

0-4 ..... 2.50
TPB collects #0-4 ..... 17.95

PREDATOR VS MAGNUS: ROBOT FIGHTER

DARK HORSE/VALIANT (1992)

1 LWk ISh 4.00
1A Platinum 6.00
1B Gold 5.00
2 ..... 3.00

PRIMAL FORCE

DC COMICS (1994-current)

0 KHo/BKi SSe new team of heroes 1.95
1-7 ..... 1.95
8 missing member returns 2.25
9 the August attacks team members 2.25
10 Meridian faces her past 2.25
11 the August launches final assault 2.25

PRIME

MALIBU (1993-current)

1 NBr Glo/LSz 1.Prime, Prototype, Ultraverse #0 card 10.00
1A hologram edition 15.00
1C ultra-limited/foil edition 15.00
1D gold hologram edition 15.00
2 NBr Glo/LSz vs Organism 8, bagged w/Ultraverse card 10.00
3 O:Prime, w/Prototype 6.00
4 vs Prototype, cover has Prime on top 5.00
4A cvr has Prototype on top 5.00
4B bagged, Prime on top 8.00
4C bagged, Prototype on top 8.00
5 vs Maxi-Man, Rune story, w/coup 3.00
6 meets Pres. Clinton, Chelsea 3.00
7 8-Thru x-over goes to moon 2.25
8 Mantra x-over, p1, vs Father-Thg 2.25
9 starts work g for Col. Samuels 2.25
10 ..... 2.25
11 Rogue Prime's adventure 2.25
12 Rogue Prime vs H.Ortiz, includes Ultraverse Premiere #3 ..... 3.50
13 dbl size vs Kutt & Planet Class 2.95
13A variant cover 8.50

14 Voodoo Master ... 1.95
15 goes to bat for abused kids ... 1.95
16 Turbo ... 1.95
17 moves to NYC, Atalon ... 1.95
18 Turbo joins Prime just as he is targeted by Manhattan Project ... 1.95
19 SEr Gjo Prime accused of stalking 1.95
20 reveals identity to Kelly ... 2.50
21 aftermath of "Rafferty Saga" ... 2.50
22 Primevil returns ... 2.50
23 PBr GJo/LSz considers revealing ID to mom ... 2.50
24 JSa Gjo/LSz ... 2.50
25 Chelsea Clinton; Phade ... 2.50
ASHCAN (first Prime ashcan) ... 16.00
ASHCAN 1 all about Prime ... 0.75
ANNUAL 1 R: Doc Cross ... 3.95

PRIME TIME (1994)

TPB reprints #1-4 ... 9.95

COMICO (1982-1984)

1 ... 7.00
2 1:Grendel ... 65.00
3-6 ... 4.00

TEKNO•COMIX (1994-current)

1 primitive Earth lifeforms are evolved into advanced beings, created by Leonard Nimoy ... 5.00
2 ... 3.50
3-7 ... 2.25
8 Terrorist attack ... 1.95
9 Zeerus escapes terrorists ... 1.95

© Malibu

IMAGE (1993-1995)

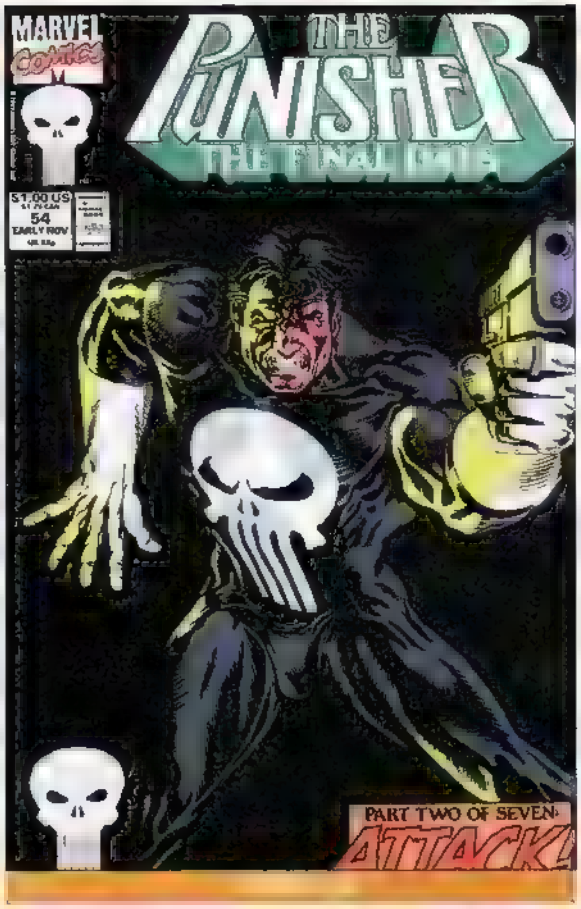
1 RLd Youngblood hero,w/coup for Prophet #0 ... 3.00
1A gold edition ... 8.00
2 RLd 1:Judas ... 2.50
3 RLd ... 2.50
4 RLd vs Judas ... 1.95
4A with Platt cover ... 18.00
5 SPt Rld tale of Pr's WWII past ... 5.50
6 SPt RLd Kirby,others vs Prophet ... 4.50
7 SPt Rld Prophet transformed ... 1.95
8 War Games,p2, Bloodstrike x-over 2.50
9 Extreme Sacrifices prologue ... 2.50
10 Extreme Sacrifice,p6; bgd w/card 2.50

PROPHET VOL. II (1995-current)

1 SPt CDi deals with new revelations 2.50
2-3 SPt CDi ... 2.50
SOURCEBOOK info about Prophet ... 2.95
ANNUAL 1 Supreme Apo'lypse, p2 ... 2.50

MALIBU (1993-current)

0 another Prototype, cvr by IQu, JPi 2.50
1 vs Glare,1:Veil,bgd ed.,w/card ... 3.50
1A unbagged ed.,w/o card ... 1.95
1B hologram edition ... 15.00
1C Ultra-limited/foil edition ... 10.00
1D gold hologram edition ... 15.00
2 vs Backstabber ... 3.00
3 Rune story w/#0 coupon ... 2.50
4-12 ... 1.95
13 includes Ultraverse Premiere #6 ... 3.50
14 new boss for Jimmy Ruiz ... 1.95
15 Techuza enslaves Donovan ... 1.95
16 Jimmy battles Donovan ... 1.95



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17 ... 1.95
18 ... 2.50
GIANT SIZE 1 Hostile Takeover,p4 ... 2.50

MALIBU (1995-current)

1 forced to ally w/Techuza ... 2.50
2 Stanley Leland ... 2.50
3 P'type's unborn child threatened 2.50

VALIANT (1994-1995)

1 MLe TBe new team,wraparound cover ... 3.50
2 [illegible]
3 [illegible]

becomes *Psi-Lords*

4-9 [illegible]
10 final issue team [illegible]

MARVEL

MINI-SERIES 1986

1 MZe SGr [illegible]
2 MZe SGr [illegible]
3 MZe SGr [illegible]
4-5 MZe SGr [illegible]

REG. SERIES (1987-1995)

1 Kla MBn crack house [illegible]
2 Kla MBn the General [illegible]
3-7 Kla MBn [illegible]
8 WPo MBn the graveyard [illegible]
9 WPo MBn D: Micro's Son [illegible]
10 WPo MBn Daredevil X-over from DD#257 ... 2.00
11 WPo MBn rapists ... 4.00
12 WPo MBn Gary Saunders p1 ... 4.00
13 WPo MBn D: Saunders ... 4.00
14 WPo MBn ... 4.00
15 WPo MBn 1:The Board ... 4.00
16 WPo MBn Kingpin ... 4.00
17 WPo MBn D:Conchita ... 4.00
18-23 WPo ... 3.00
24-39 ... 2.00
40-49 ... 2.00
50 HHa MBn 1:Yo-Yo,dbl sz ... 3.00
51-56 ... 2.00
57 HHa MBn double cover, D:Max ... 2.00
57A Newsstand version w/ single photograph cover ... 2.00
58 HHa MBo p6,1:Dr Brewer ... 2.00
59 HHa MBo Punisher now black ... 2.50
60-66 ... 1.50
67-74 ... 1.25
75 Double size, embossed silver foil ... 2.50
76-84 ... 1.25
85 prequel to Suicide Run ... 1.50
86 Suicide Run,foil cvr ... [illegible]
87 Suicide Run,no cover [illegible]
88 Suicide Run [illegible]
89 [illegible] ... [illegible]
90 [illegible] ... 1.25
91 [illegible] ... 1.25
92 [illegible] ... 1.25
93-94 [illegible] ... 1.25
95 [illegible] combat arena ... 1.25
96 [illegible] Infante ... 1.25
97 [illegible] new direction for [illegible] ... 1.25
98 [illegible] T Mickey Fonduzzi ... 1.25
99 [illegible] CDi Micro Chip searches for a replacement for Frank Castle ... 1.25
100 [illegible] CDi dbl sz Castle finally snaps, [illegible] 1st mission, p'matic cvr ... 3.95
[illegible] regular cover edition ... 2.95
101 [illegible] ... 1.25
102 Bullseye ... 1.25
103 Countdown,p4 (crossover is numbered in reverse order- p.4 to p.0) ... 1.25
104 final issue Countdown,p1, Frank manipulated by Kingpin ... 1.25
ANNUAL 1 MTe MBn Evolutionary War ... 8.00
ANNUAL 2 BRe MBn Moon Knight Atlantis Attacks ... 4.00
ANNUAL 3 NHa MBn Lifeform p1,vs organism ... 4.00
ANNUAL 4 Von Strucker ... 2.25
ANNUAL 5 ... 2.25
ANNUAL 6 DHo PMs1,Phalanx, bagged w/card ... 2.95
ANNUAL 7 the Architect & Rapido ... 2.95
ASHCAN all about Punisher ... 0.75

MARVEL (1990)

1 Jim Lee cvr,Punisher's weapons ... 9.00
2 EBn EBn ... 7.00
3-10 EBn EBn ... 2.00

MARVEL/DC COMICS (1994)

JRj CDi duo faces jigsaw again ... 4.95

MARVEL

ASSASSINS GUILD

1 ... 9.95

BACK-TO-SCHOOL SPECIAL

1 ... 2.95
2 vs powerful gym owner,BSr cvr ... 2.95
3 infiltrates high school ... 2.95

BLOODLINES (1991)

P: DCo GCy Drug runners ... 5.95

BLOOD ON THE MOORS

P: CKe ACr Clansmen ... 16.95

CIRCLE OF BLOOD

CN: [illegible] Punisher Mini ... 12.95

CLASSIC (1989)

[illegible] ... 5.00

DIE HARD IN THE BIG EASY (1992)

1 ... 4.95

EMPTY QUARTER (1994)

SC [illegible] ... 6.95

EYE FOR AN EYE (1991)

TPB reprints [illegible] 3 ... 9.95

G-FORCE (1992)

TPB ... 4.95

HOLIDAY SPECIAL (1992-current)

1 1992 [illegible] cover ... 2.95
2 1993 ... 2.95
3 1994 ... 2.95

IN THE 'NAM: FINAL INVASION

SC ASc DLo [illegible] 'Nam ... 6.95

INTRUDER

HC ... 14.95
SC ... 9.95

KINGDOM GONE

HC vs Drug Lord & Mariner ... 16.95

MOVIE ADAPTATION (1990)

SC drawn w. [illegible] ... 5.95

NO ESCAPE (1990)

1 Captain [illegible] ... 5.00

THE PRIZE (1990)

1 [illegible] ... 4.95

PUNISHER: WOLVERINE: AFRICAN SAGA (1989)

1 [illegible] ... 5.95

RETURN TO BIG NOTHING (1989)

HC MZe Vietnam ... 16.95
SC MZe Vietnam ... 12.95

ROUGH CUT

1 ... 2.50

SPINNING DOOMSDAY'S WEB (1992)

GN Black Widow ... 9.95

SUMMER SPECIAL (1991)

1 ... 3.00
2 FHy CDi Rough Cut,High Risk, The Local ... 3.00
3 ... 2.50

SUMMER SPECIAL 1994

ASc DLo cvr by John Romita jr ... 2.95

MARVEL (1994)

HHa DAt,ALa ... 2.95

MARVEL/ARCHIE (1994)

JBu/SGo BLs die-cut cover ... 3.95

MARVEL (1993)

1-2 MBo CPo ... 1.50

MARVEL (1993)

1-4 BWr JSt Nick Fury ... 4.95

MARVEL (1993-current)

1 PBr JFm ... 1.50
2-24 ... 1.50
25 goes berserk; enhanced cover ... 2.95

LEGION OF SUPER-HEROES #70 Andromeda has to face the ridiculousness of her xenophobia when she realizes that only someone of a different race (Brainy) can cure her lead poisoning

WIZARD PRICE GUIDE

25A regular cover edition 1.50
26 Techno-Shaman 1.50
27 Return of Blue Max....1.50
28 ....1.95
29 Doom 2099....1.95
30 Doom 2099; new P'sher appears 1.95
31 ....1.95

PUNISHER WAR JOURNAL

MARVEL (1988-1995)
1 JLe CPo O:Punisher,1 Montova, 1 Shadowmasters 8.00
2 JLe CPo Daredevil,vs Montova 5.00
3 JLe CPo Daredevil,D:Montova....3.00
4 JLe CPo 1 Sniper,'Nam flashbk 3.00
5 JLe CPo vs Sniper 3.00
6 JLe CPo vs Wolverine 6.00
7 JLe CPo vs Wolverine 3.00
8 JLe CPo 1 Damage 3.00
9-12 JLe CPo 3.00
13 DRo CPo Acts of Vengeance 3.00
14 DRo CPo 3.00
15 DRo CPo 3.00
16 NHa MBn Texas panhandlers....2.00
17 JLe CPo Tropical Trouble p1 ....2.00
18 JLe CPo p2,vs Kidnappers 2.00
19 JLe CPo p3,water phobia 2.00
20 TSm CPo vs Foreign Legion 2.00
21-24 TSm CPo 2.00
25-28 MTe MBn 2.00
29 MTe MBn Ghost Rider 2.00
30 MTe MBn Ghost Rider 2.00
31-35 RWa MBn 2.00
36-42 ....2.00
43-56 ....1.50
57-58 GKw CDi D'devil,G. Rider 1.50
59-60 ....1.50
61 Suicide Run,foil cvr 3.00
62 Suicide Run,foil cvr 2.95
63 Suicide Run,p7 ....1.50
64 Suicide Run,p10,die-cut cvr 2.95
64A regular cvr 1.50
65 Pariah,p1,a'math of S. Run 1.50
66-74 ....1.50
75 new direction, dbl-sz....2.00
76 First Entry; Lynn blows her cover 1.50
77 Stone Cold on rampage 1.50
78 battles Payback; Heathen & Trust 1.50
79 Countdown,p3; Punisher battles Micro 1.50
80 final issue; Countdown,p0; Nick Fury, Bullseye 1.50

PUNISHER WAR ZONE

MARVEL (1992-1995)
1 JRi CDi O:Micro,Shotgun,die-cut cover,Ladder of Death p1....4.00
2 JRi CDi p2....2.00
3 JRi CDi p3, Shotgun....2.00
4 JRi CDi p4....2.00
5 JRi CDi p5, Shotgun 1 Thorn 2.00
6-22 ....1.50
23 HNu LHa Suicide Run,foil cvr....2.00
24 HNu LHa Suicide Run,p5 ....1.50
25 IBu LHa Suicide Run p8,dbl sz 2.00
26 IBu CDi in Puerto Dulce....1.50
27-38 ....1.50
39 Dark Judgment,p2 ....1.50
40 faces judge/serial killer 1.50
41 final issue; Countdown, p2 ....1.50
ANNUAL 1 JBu CDi 1:Phalanx, bagged w/card 2.95
ANNUAL 2 Salvatore Carbone returns as Thorn the assassin 2.95

PUNISHER: YEAR ONE

MARVEL (1994-1995)
1-4 ....2.50

PUNK

ACCLAIM (1995-current)
1 KGi/CAu mini-series, featuring young "heroes" like Hellion & Gutter Rat 2.50

QUASAR

MARVEL (1989-1994)
1 PRy MGn O:Quasar 2.00
2-5 PRy MGn 1.00
6 PRy MGn Venom app 4.00
7 MMn MGn Spider-Man 2.00
8-13 MMn MGn 1.00
14 TMc cover 2.00
15-49 ....1.00
50 ASm MGn holo-grafx foil-enhanced cover,dbl sz.. ....2.00
51-59 ....1.00
60 final issue,Nova 1.00
SPECIAL
1-3 ....1.00

RADIOACTIVE MAN

BONGO COMICS (1993-1995)
1 adventures of Bart's fave hero....4.00
2 (#88 on cvr) vs Lava Man, O:Fallout Boy (RM's sidekick)....2.25
3 (#216) 1970s issue 1.95
4 (#412) 1980s issue,Death of R'active Man,w/Simpsons cd 2.25
5 (#679) '80s inspired tale,"Who Washes the Washmen's Infinite Secrets of the Legendary Crossover Knight Wars" (whew!); comes w/SkyBox card 2.25
6 (#1000) Final issue; '90s version of Radioactive Man....2.25

© Bongo Ent.

80 PAGE COLOSSAL (1995)
1 4 new stories, plus other cool stuff 4.95

RAGMAN

DC COMICS (1976-1977)
1 JKu BKa 1&O: Ragman 5.00
2 JKu BKa 1:Opal 3.50
3-5 JKu BKa 3.00
2ND SERIES (1991-1992)
1 KGi PBr 1:new Ragman 2.00
2-8 ....1.50
CRY OF THE DEAD (1993-1994)
1-6 GMs ELe 1.75

RAI

VALIANT (1991-1992)
0 DLp BLa O:Rising Spirit 9.00
1 JPi DMi 1 Rai flip bk w/MAGNUS, ROBOT FIGHTER #5....12.00
2 JPi DMi exiled to Earth, flip bk with MAGNUS: ROBOT FIGHTER #6....10.00
3 JPi DMi vs Humanists....25.00
4 civil war concludes 25.00
5 JPi DMi unity prelude 6.00
6 JPi DMi unity,ch7 Dragon 5.00
7 JPi DMi unity,ch15,D:Rai 5.00
8 JPi DMi conseqs. of Unity war, becomes Rai & The Future Force 5.00

RAI & THE FUTURE FORCE

VALIANT (1993-1995)
previously Rai
9 1 Future Force 2.50
9A Gold 6.00
10-21 ....2.25
22 DRo TBe D: Rai 2.25
23-32 ....2.25
33 final issue 2.25
TPB reprints Rai #0-4,bagged w/Rai #0 Companion 11.95
TPB Star System Ed cover variation 11.95

RAIN

KING HELL (1994-current)
1 RVe stories from actual dreams 2.95
2-11 RVe 2.95
12 RVe more true sojourns through bizarre dreamlands 2.95

RAMPAGE

MARVEL (1992-1995)
1 PRy SLe 1.25
2-17 ....1.25
18-24 ....1.25
25 dbl-sz, foil-stamped embs'd cvr 2.95
25A regular cover edition 2.00
26-30 ....1.25
31-32 Doom 2099 ....1.25
33 final issue; vs. Doom 2099 ....1.25

RAM RAI

DC COMICS
MINI-SERIES (1992)
1 JQu JHa 1:Ray II 12.00
2 JQu JHa 8.00
3 JQu JHa 5.00
4 JQu JHa Dr. Polaris 9.00
5 JQu JHa vs Polaris 4.00
6 JQu JHu 7.00
SERIES (1994-current)
0 HPo CPr reams ancient secrets....2.25
1 HPo CPr foil emb'd JQu cvr 3.50
1A standard edition 1.75
2 HPo CPr Superboy 2.25
3 HPo CPr 1:Death Masque 2.25
4 HPo CPr betrayed by Dr Polaris 2.25
5 HPo CPr battle of the Rays 2.25
6 HPo CPr hostage crisis,Bt'k Canary 2.25
7 HPo CPr Canary vs. mutated Ray 2.25
8 HPo CPr Lobo, Black Canary 2.25
9 HPo CPr Ray returns to Earth...in the year 1940!....2.25
10 HPo CPr must save his own future while trapped in past....2.25
11 HPo CPr escapes past, shoots into the future....2.25
12 MCi CPr Mystek, Death Masque....2.25
13 HPo CPr Death Masque....2.25
14 HPo CPr alone against D. Masque 2.25
15 under the sway of Vandal Savage 2.25
16 villains drop in on injured Ray....2.25
ANNUAL 1 battles Death Masque....3.95
IN A BLAZE OF POWER (1994)
TPB reprints mini-series 9.95

RAZOR

LONDON NIGHT STUDIOS
0 1st print 25.00
0A 2nd print 2.75
0B the very first "Razor" story, completely re-drawn 3.00
1 ....20.00
2 ....5.00
2A limited edit'n 7.00
3 JBi cvr 4.50
3A limited edit'n 6.00
4 TVi cvr 4.00
4A limited 6.00
5 ....3.50
6 EHr O:Razor 5.00
7-8 ....2.95
9 takes on Vondrake 3.00
10 ....3.00
11 more of Razor's origin 3.00
12 Razor edges closer to insanity 3.00
13 Queen City children abducted 3.00
14 must stop child killer 3.00
ANNUAL 1 1: Shi 35.00
ANNUAL 2 more origin revealed 3.00
BURN (1994 1995)
1 EHr MTa must stop Stryke 5.00
2 EHr MTa search for Stryke 3.00
3 Stryke wages war on criminals 3.00
4 bagged 3.00
5 Epilogue 3.00
SWIMSUIT SPECIAL (1995)
1 pin-ups from various artists....3.00
THE SUFFERING (1994)
1 EHr faces addiction to morphine....2.95
1A: DIRECTOR'S CUT EHr features new material 3.00
2 EHr accidentally wounds child 3.00
3 EHr faces deepest fears 3.00

RAZOR AND SHI SPECIAL

LONDON NIGHT STUDIOS (1994)
1 reprints Razor Annual #1,plus new artwork and pin-ups....6.00

RAZOR: DARK ANGEL

LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
1 HFi DVm x-over btw B. Press & L. Night Studios 3.50
2 conclusion to x-over 2.95

RAZOR VS. DARK ANGEL

LONDON NIGHT STUDIOS
BONEYARD PRESS (1994)
HFi KCa reprints Final Nail #1, w/36 pages of new art, & new ending 5.95

REBELS

DC COMICS (1994-current)
REBELS '94
0 ex-legionnaires form new team 1.95
1 pursued by L.E.G.I.O.N....1.95
2 team members turn on each other 1.95
3 L.E.G.I.O.N....1.95
4 the ship takes Dox on death ride 1.95
REBELS '95
5 team infiltrates L.E.G.I.O.N. 1.95
6 Vril becomes barroom brawler....1.95
7 Vril Dox wounded 1.95
8 Dox meets old enemy 2.25
9 Gary wants Strata; ignea 2.25
10 Lyri Dox's brainwashing device....2.25
11 Capt.Comet visits L.E.G.I.O.N. 2.25

REDEMPTOR

IMAGE (1995-current)
1 RRa KBu exploits of super-villains....2.50
2 RRa KBu Vort-X 2.50

REN & STIMPY

MARVEL (1992-current)
1A Ren Scratch & Sniff 15.00
1B Stimpy Scratch & Sniff....15.00
1C 2nd print 3.00
2 Pizza delivery,FrankenStimpy....8.00
3 Holiday story,Ei Supremo Ren 6.00
4 MKz DSI Where's Stimpy?....5.00
5 MKz DSI in space....5.00
6 MKz DSI 5.00
7 MKz DSI Official Yak Shaving Day 3.00
8 MKz DSI Maltese Stimpy 2.50
9 DSi 2.50
10 MKz DSi become lifeguards....2.50
11-17 ....2.00
18-24 ....1.95
25 KMI SBn die-cut cover 2.95
25A regular cover edition 1.95
26-31 ....1.95
32 R&S join the circus 1.95
33 R&S go bowling 1.95
EENTERACTEEVE SPECIAL (1995)
1 interactive madness & virtual stupidity; error, pg's out of order....2.95
1A corrected version....2.95
POWDERED TOAST MAN (1993)
1 TTe DSI double sz....2.95
POWDERED TOAST MAN'S CEREAL SERIAL SPECIAL (1995)
1 quest for powdered toast formula 2.95
SUMMER JOBS SPECIAL (1994)
KMI SBo duo looks for work....1.95

REVENGE OF THE JURASSIC PARK

TOPPS (1995-current)
1 new adventures based on movie 2.50
1A newsstand version 2.50
2 island quarantined 2.50
3 pursued by T-Rex and army 2.95
4 caught by army 2.95

RIPCLAW

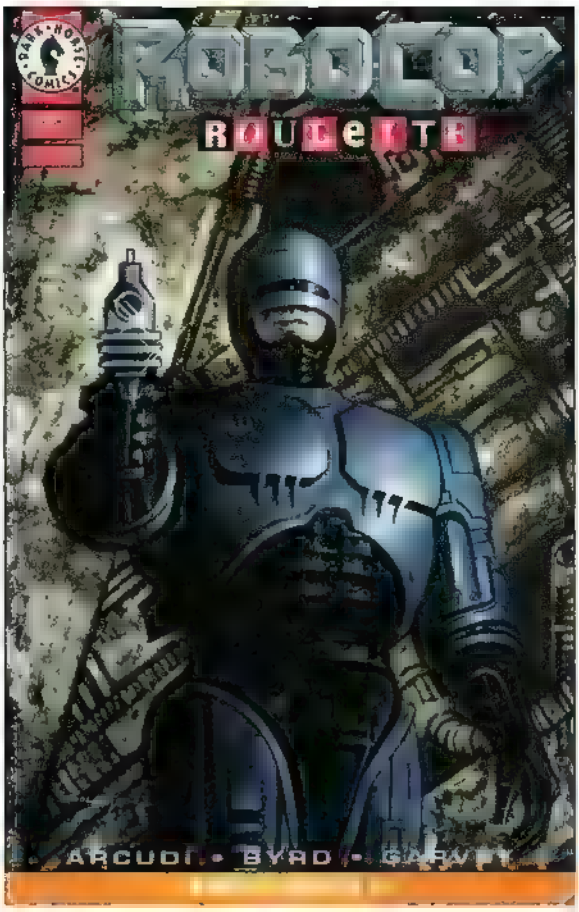
IMAGE (1995)
1-4 Ripclaw gets his own mini-series.2.50

RIPPER

MALIBU (1995-current)
0 DRb JHo prequel to mini-series 2.50

RIP KIRBY, TIME MASTER

DC COMICS (1961 1965)
1 ....400.00
2 ....175.00
3-5 ....85.00
6-7 ....65.00
8-12 ....55.00
13-18 ....50.00
19-24 ....45.00
25-29 ....40.00



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DC COMICS (1991)
1 TLy CDi O:Robin 5.00
1A 2nd print 2.25
1B 3rd print 1.50
2 TLy CDi 1:King Snake 3.00
2A 2nd print 1.00
3 TLy CDi Lady Shiva 3.00
4 TLy CDi vs Lady Shiva 2.50
5 TLy CDi vs King Snake 1.75

ROBIN II: JOKER'S WILD (1991)
1 TLy CDi Newsstand, w/o hologram,D:Mr.Freeze 1.00
1A Batman cover 1.50
1B Joker close-up cover 1.50
1C Joker in straightjacket cvr 1.50
1D Joker with video screens cvr 1.50
2 TLy CDi Newsstand 1.00
2A Dartboard cover 1.50
2B Room of Paintings cover 1.50
2C Museum cover 1.50
3 TLy CDi Newstand,vs Joker 1.00
3A Robin swinging cover 1.50
3B Robin on rooftop cover 1.50
4 TLy CDi Newsstand,Joker defeated,Batman app. 1.00
4A Robin vs Joker cover 1.50

ROBIN II: COLLECTOR'S SETS (1991)
1 Collects all versions of Robin II #1,w/hologram as a card 10.00
2 all versions of Robin II #2 ..... 8.00
3 all versions of Robin II #3 ..... 6.00
4 all versions of Robin II #4 ..... 4.00
Slipcase Edition including all of the issues and trading cards 30.00

ROBIN III: CRY OF THE HUNTRESS (1992-1993)
1 TLy CDi Moving cover 2.50
1A Newsstand Mike Zeck covers 1.25
2 TLy CDi 2.50
2A Newsstand MZe cover 1.25
3 TLy CDi 2.50
3A Newsstand MZe cover 1.25
4 TLy CDi 2.50
4A Newsstand MZe cover 1.25
5 TLy CDi 2.50
5A Newsstand MZe cover 1.25
6 TLy CDi 2.50
6A Newsstand MZe cover 1.25

ROBIN: A HERO REBORN (1991)
TPB reprints Batman #455-457, Robin #5,schematic draw'g of new Robin costume 4.95

ROBIN 3000 (1993)
1-2 CRu 4.95

ROBIN: TRAGEDY & TRIUMPH (1993)
TPB reprints Detective #618-621 Robin II #1-4,cover gallery 9.95

SERIES (1993-current)
0 Tim learns truth about dark episode of Batman's past 2.50
1 TGr CDi 1 Redbird,vs car thieves, Collector's Edition,multi-colored, embossed,foil cvr 4.00
1A newsstand edition,different cvr 1.75
2 TGr CDi vs Speedboyz 1.50
3-7 ..... 1.50
8 TGr CDi KnightsEnd,p5,1:Bruce back in Batman costume 4.00
9 TGr CDi K'sEnd:Aftermath,p1, Tim and Bruce reconcile 2.50
10 ZERO HOUR, Tim Drake Robin meets Dick Grayson Robin 2.00
11 aids new Batman 1.50
12 threatened by street gang 1.50
13 Robin vs. Steeljacket 1.50
14 The Troika,p4; embossed cover 2.50
14A regular cover 1.50
15 the Cluemaster 1.50
16 the Spoiler 1.50
17 war in Chinatown's underworld 1.95
18 someone's sabotaging Gotham 1.95
19 MWr CDi battles General's army 1.95
20 MWr CDi General; Tim & Anana 1.95
ANNUAL 1 TLy JWa 2.50
ANNUAL 2 KDw CDi Bloodlines, p10,Cyberrats,1:Razorsharp 2.50
ANNUAL 3 ANn CDi 2.95
ANNUAL 4 never before revealed facts about Dick Grayson's Robin 2.95

ROBOCOP
MARVEL (1990-1992)
1 ..... 4.00
2-3 ..... 2.00
4-7 ..... 2.00
8-22 ..... 1.50

DARK HORSE
ROBOCOP 3 (1992)
1-3 ..... 2.50

ROBOCOP: PRIME SUSPECT (1992-1993)
1-4 ..... 2.50

ROBOCOP: ROULETTE (1993)
1 vs renegade ED-209 ..... 2.50
2 vs mechanical enemy 2.50
3-4 ..... 2.50

ROBOCOP
DARK HORSE (1992)
1 WSi FMi 2.50
1A platinum edition 5.00
2-4 WSi FMi 2.50
TPB reprints #1-4 ..... 12.95

ROBOTECH
COMICO
MACROSS SAGA (1984-1989)
1 ..... 20.00
2 ..... 6.00
3-5 ..... 4.00
6-7 ..... 3.00
8-36 ..... 2.00

NEW GENERATION (1985-1988)
1-25 ..... 2.00

ROBOTECH MASTERS (1985-1988)
1 ..... 3.00
2-23 ..... 2.00

ROBOTECH
ETERNITY
FIREWALKERS
1 ..... 2.50

GENESIS
1 JWt JWp O:Zor, trading cards 2.95
1A (2500) expanded 5.95
2-3 ..... 2.95
4-6 ..... 2.50

INVID WAR
1-16 ..... 2.50

INVID WAR AFTERMATH
1-6 ..... 2.50

LEGEND OF ZOR
1 JWt JWp trading cards 1.95
1A limited edition 5.95

ROBOTECH
ETERNITY
CYBER-PIRATES
1 ..... 2.00

HANDBOOK
SC 14.95

MALCONTENT UPRISINGS
1-2 ..... 2.00

RETURN TO MACROSS
1-3 ..... 2.50

THE SENTINELS
1 ..... 4.00
2-3 ..... 3.50
4-16 ..... 2.00
GRAPHIC NOVEL #4 ..... 9.95

THE SENTINELS BOOK II
1-21 ..... 2.50
SWIMSUIT SPECTACULAR 2.95

THE SENTINELS BOOK III (1993-current)
1-8 ..... 2.50

ROBOTECH ADVENTURE
COMICO (1988-1989)
1-2 ..... 10.00

ROCKETEER SPECIAL
ECLIPSE (1984)
1 ..... 25.00

ROCK 'N' ROLL COMICS
REVOLUTIONARY (1989-current)
1 LNa TLo Guns N Roses 8.00
2nd thru 7th print 2.50
2 LNa TLo Metallica 5.00
2nd thru 6th print 2.50
3 LNa TLo Bon Jovi 2.50
4 LNa TLo Motley Crue 2.50
5 LNa TLo Def Leppard 2.50
6 AKn TLo Rolling Stones 2.50
7 TLL TLo The Who 2.50
8 Skid Row (never published)
9 GFx RCo KISS 2.50
10 GFx TLo Warrant,Whitesnake 2.50
11 GFx DHs Aerosmith,p1 ..... 2.50
12 GFx RCo New Kids 2.50
13 GFx RCo Led Zeppelin 2.50
14 MEr TLo Sex Pistols 2.50
15 GFx TLo Poison 2.50
16 GFx TLo Van Halen 2.50
17 GFx TLo Madonna 2.50
18 SGo SSt Alice Cooper 2.25
19 MEr TLo 2 Live Crew 2.25
20 KLa JAs Queensryche 2.25
21-22 ..... 2.25
SPECIAL:Women in Rock 2.50

BEST OF THE BRITISH INVASION
1 reprints best British Invasion coverage from R&R Comics 2.50

ROGUE
MARVEL (1994-1995)
1 mini-series for Rogue: foil-stamped cvr,glossy stock 4.50
2-4 ..... 3.00

ROGUE
MARVEL (1995)
1 CNe/TNe WEi alternative look at the Marvel Universe; acetate outer cvr 4.95
2 CNe/TNe WEi final issue; acetate outer cover 4.95

RUNE
MAL BU (1994-current)
0 incentive book 12.00
1 BWs CJI major Ultraverse conspiracy secret revealed 3.00
1A Ultra-limited/foil edition 6.00
2 BWs CJI search for E. Johnson 1.95
3 BWs CJI w/Ultrav Premiere #1 ..... 3.50
4 uses computer to find twins 1.95
5-8 ..... 1.95
9 Prelude To Godwheel 1.95
GIANT SIZE 1 Rune discovers he must feed exclusively on ultrahumans 2.50

RUNE #0 COLLECTOR'S SET (1995)
Set contains all 11 chapters of RUNE #0 in the comics they appeared in, plus RUNE #1 ultra-lmtd, poster & cd checklist 25.00

RUNE: THE AWAKENING (1995)
TPB collects issues #1-5 ..... 12.95
TPB COLLECTOR'S EDITION foil-stmpd cover, shrink-wrapped, limited 29.95

RUNE: THE DARK GOD (1995)
BWs CJI promotional book originally shipped w/"Spin" magazine 4.95

RUNE
MALIBU/MARVEL (1995)
1 deluxe format, flip cover; Rune meets Silver Surfer & Adam Warlock 5.95
1A regular edition, different cover 2.95

SABRETOOTH
MARVEL (1993)
1 MTe LHa Wolverine,die-cut cvr 6.00
2-4 MTe LHa 4.00

TPB reprints mini-series 12.95

SABRETOOTH CLASSICS (1994-current)
1 reprints P. Man & I. Fist #66 ..... 1.50
2 reps. PM & IF #78 ..... 1.50
3-15 ..... 1.50

ROBIN #18 | Robin has to capture a nut in a mouse suit whose concern for the deterioration of the infrastructure of Gotham leads her to commit acts of terrorism, in order to call attention to the problems. Pretty cheesy

WIZARD PRICE GUIDE

SWAMP THING

DC COMICS (1982-1986)
1 O retold. Swamp Thing 3.00
2-19 ..... 2.00
20 DDy AMo 15.00
21 SBs AMo new origin 13.00
22-25 SBs AMo 12.00
26-29 SBs AMo 9.00
30-33 SBs AMo 6.00
34-36 SBs AMo 3.50
37 RVe AMo 1 john Constantine ... 15.00
38-40 SBs AMo 5.00
41-45 SBs AMo 2.75
ANNUAL 1 adaptat'n of film 2.75
ANNUAL 2 ..... 4.00
ANNUAL 3 all apes issue 2.50
TPB rep #21-27 ..... 12.95
becomes Swamp Thing
LOVE & DEATH (1990)
TPB reprints #28-34,Ann. #2 ..... 17.95

SAMURAI

ACCLA M/WIND;AMMER (1995-current)
1 mini-series for martial arts heroine .2.50
2 sent into the past by Dragon 2.50

SANDMAN

DC COMICS
1ST SERIES (1974-1976)
1 art by Jack Kirby 8.00
2-6 art by Jack Kirby 5.00
2ND SERIES (1989-current)
1 SKi NGa 1:New Sandman 66.00
2 SKi NGa 35.00
3 SKi NGa 28.00
4 SKi NGa 28.00
5 MDr NGa 28.00
6-7 MDr NGa 20.00
8 MDr NGa 1 Death; Jeanette Kahn editorial inside front cover 50
8A Limited Edition; Karen Berger editorial inside front cover 160.00
9-14 MDr NGa Doll's House 14.00
15-16 MDr NGa Doll's House 10.00
17-18 KJo NGa Dream Country 10.00
18A error; 1st three panels on the first page are blue,rare 80.00
19 CVe NGa 9.00
19A error; switched pages 40.00
20 CDo NGa Element Girl 9.00
21 Season of Mists 9.00
22 1 Daniel 25.00
23-25 Season of Mists 9.00
26-30 ..... 6.00
31 ..... 5.00
32-35 A Game of You,p1-4 ..... 5.00
36-39 SMs NGa 4.00
40-45 ..... 3.00
46 JTh NGa Vertigo begins 3.00
47-48 JTh NGa 2.50
49 JTh NGa 2.50
50 anniv issue double sz 3.50
50A Platinum (black cvr w/stars) 50.00
51 BTa ASt NGa 2.50
52 BTa JWk NGa 2.50
53 BTa/Mzu NGa Hob Gadling 2.50
54 BTa/MAI NGa 2.50
55 BTa NGa Kiaroth's story 2.50
56 NGa travellers' stories end 2.50
57 MHp NGa Kindly Ones,p1 ..... 3.50
58 MHp NGa Kindly Ones,p2 ..... 3.00
59 MHp NGa p3 ..... 2.50
60 MHp NGa p4 surprises occur 2.50
61 MHp NGa p5, Carla is murdered 2.50
62 GDi NGa p6,Rose Walker 2.50
63 MHp NGa p7 Rose Walker 2.50
64 TKr NGa p8 ..... 2.50
65-68 MHp NGa K'div Ones,p9-12 ..... 2.50
69 MHp NGa Kindly Ones concludes; Morpheus "dies". Daniel becomes new Sandman 3.00
70 MZu NGa The Wake, p1 ..... 2.50
71 MZu NGa The Wake, p2; Matthew's decision 2.50
SPECIAL 1 BTa NGa Orpheus in Hell, glow in the dark cover 3.50
BRIEF LIVES (1994)
HC reprints #41-49 ..... 29.95
SC reprints #41-49 ..... 19.95
A DOLL'S HOUSE (1990)
TPB reprints #8-16 ..... 12.95
A GAME OF YOU (1993)
HC reprints #32-37 ..... 29.95
DREAM COUNTRY (1991)
TPB reprints #17-20 ..... 12.95
FABLES & REFLECTIONS (1993)
HC reprints various stories 29.95
PRELUDES & NOCTURNES (1991)
TPB reprints #1-8 ..... 14.95
SEASON OF MISTS
HC reprints #21-28 ..... 29.95
SC 12.95
WORLD'S END (1994)
HC reprints #51-56 ..... 29.95
TPB 19.95

SANDMAN: A GALLERY OF DREAMS

DC COM CS (1994)
1 pics of Morpheus by various artists; intro by Neil Gaiman 2.95

SANDMAN: [illegible]

DC COMICS (1995)
1-shot Wesley Dodds & Morpheus ... 6.95

SANDMAN: [illegible]

DC COMICS (1993-current)
1 GDv MWa Vertigo title 2.50
2-4 ..... 1.95
5-9 MWa The Face,p1-5 ..... 1.95
10 MWa illegal boxing 1.95
11 MWa The Brute 1.95
12 MWa truth about Brute rev'led ... 1.95
13-15 GDv MWa The Vamp,p1-3 ..... 1.95
16 The Vamp p4, ... 1.95
17-25 ..... 1.95
26-28 The Butcher,p2-4 ..... 2.25
29 The Hourman, p1 ..... 2.25
30 The Hourman, p2 ..... 2.25
ANNUAL 1 stories by various artists .. 3.95
THE TARANTULA (1995)
TPB reprints the first story arc 14.95

SAVAGE DRAGON

IMAGE (1992)
1 ELa ELa 1:Savage Dragon, Spawn,four posters 6.00
2 ELa ELa R:Super Patriot 4.00

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3 ELa ELa vs Bedrock, w/Image #0 coupon 4.00
3 ELa ELa vs Bedrock, w/o image #0 coupon 2.00
COLLECTION (1993)
TPB collects mini-series, w/16 new pgs 9.95

SAVAGE DRAGON VS THE SAVAGE MEGATON MAN (1993)
1 ELa WSm one-shot 1.95
1A gold foil cvr 15.00
SERIES (1993-current)
1 ELa 1:Barbant,1:Ricochet 3.00
2 ELa Teenage M. N. Turtles,1:Dart, flip book w/Vanguard preview 2.95
3-12 ..... 1.95
13 Image X book 2.50
13A the Erik Larsen version 1.95
14-20 ..... 2.50
21 secrets of Overlord 2.50
TPB reps mini-series, plus material from IMAGE #0, pin-ups & sketches 10.95

SAVAGE SWORD OF CONAN

MARVEL (1974-1995)
1 JBu RTh 80.00
2 HCh SEn Black Colossus 35.00
3 TDz RTh 20.00
4 JBu RTh Iron Shadows 15.00
5 JBu RTh 10.00
6 STr RTh Sleeper 10.00
7 JBu RTh center of time 8.00
8 TCo RTh Forever Phial 8.00
9 PMa RTh Cat Goddess 8.00
10 Bu RTh Serpent of Set 8.00
11-15 ..... 7.00
16-18 JBu RTh 7.00
19 Bu RTh Vendhya 6.00
20 JBu RTh Slithering Shadow 6.00
21-30 ..... 6.00
31-39 ..... 5.00
40 JBu RTh A Dream of Blood 6.00
41-50 ..... 5.00
51-89 ..... 5.00
90 Bu MFi 1:Devourer of Souls 5.00
91-99 ..... 4.00
100 JBu MFi God Lives 5.00
101-130 ..... 4.00
131-149 ..... 3.50
150 GKw CDi the Siam 5.00
151-175 ..... 3.50
176-185 ..... 3.00
186-193 ..... 2.75
194-235 ..... 2.25

SAVAGE WITCH

MARVEL (mini-series, 1994)
1-4 ..... 1.75

SAW & BONE

DC COMICS (1961-1967)
1 ..... 350.00
2 ..... 175.00
3 1st 12¢ issue 120.00
4-6 ..... 80.00
7-12 ..... 55.00
13-18 ..... 40.00
19-24 ..... 30.00
25-35 ..... 25.00

THE SECOND LIFE OF DR. MIRAGE

VALIANT (1993-1995)
1 BCh BLa vs M. Darque,poster 2.50
1 Gold Edition 6.00
2-19 ..... 2.00

SCAR

DC COMICS (1961)
1 one-shot 280.00
1ST SERIES (1973-1974)
1 ..... 10.00
2 ..... 6.00
3-4 ..... 5.00
5-7 ..... 4.50
2ND SERIES (1986-1990)
1 ..... 4.00
2 ..... 2.00
3-5 ..... 2.00
6 Golden Age Batman 4.00
7-12 ..... 2.00
13 O:Nightwing 3.00
14-38 ..... 2.00
39 Animal Man 3.00
40-49 ..... 2.00
50 ..... 2.00
Annual 1 ..... 2.00
Annual 2 ..... 2.00
Annual 3 ..... 2.00
Special 1 SKi NGa 2.00

SECRET ORIGINS: VALIANT UNIVERSE

VALIANT (1994)
1 included w/ Wizard's Valiant Special 3.00
2-3 ..... 2.25

SECRET WARS

MARVEL (1984-1985)
1 MZe ISh 1:Beyonder R:Ultron 5.00
2-6 ..... 3.00
7 MZe ,Sh 1:Spid.-Woman II (full) 3.00
8 MZe ,Sh &O:Spider-Man's alien costume,R:Waso.villains lose 18.00
9-11 ..... 2.50
12 MZe ISH dbl size,O:Beyonder, Dr. Doom defeated,R:Heroes, She-Hulk replaces Thing in FF 3.00
TPB reprints #1-12 ..... 19.95
SECRET WARS II (1985-1986)
1 Beyonder on Earth 2.00
2-8 ..... 1.75
9 D:Beyonder 2.00

SHADOW DRAGONS

VALIANT (1993-1995)
1 JPi Coming of the Darque Age 2.50
2-3 JPi 2.25
4 Pi Solar others vs Scatterbrain 2.25
5 JPi Ninjak,vs WEBNET 2.25
6-23 ..... 2.25

SGT. FURY & HIS HOWLING COMMANDOS

MARVEL (1963-1981)
1 ..... 700.00
2 ..... 225.00
3-6 ..... 115.00
7-12 ..... 90.00
13 Capt. America 225.00
14-20 ..... 50.00
21-30 ..... 35.00
31-50 ..... 20.00
51-60 ..... 16.00
61-75 ..... 12.00
76-100 ..... 10.00
101-125 ..... 8.00
126-150 ..... 6.00
151-167 ..... 5.00
ANNUAL 1 (1965) 100.00
SPECIAL 2 (1966) 28.00
SPECIAL 3 (1967) 16.00
SPECIAL 4-7 ..... 10.00

SGT. ROCK

DC COMICS
1ST SERIES (1977-1988)
previously *Our Army at War*
302 ..... 10.00
303-325 ..... 6.00
326-360 ..... 4.00
361-399 ..... 3.00
400 ..... 4.00
401-422 ..... 3.00
SGT. ROCK SPECIAL (2ND SERIES, 1988-1992)
1 ..... 3.00
1A (1992 one-shot) 4.00
2-20 ..... 2.50
SGT. ROCK SPECIAL #2 (1994)
One shot collect'n of new war stories ... 2.95

SGT. STRIKE

DC (1964)
1 one-shot 110.00

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SHADOW STRANGERS

DC COMICS (1977-1978)
1 SDi SDi 1&O: Shade 5.00
2 SDi SDi vs Kempo 4.00
3 SDi SDi 1:Cloak 3.00
4 SDi SDi return to Meta 3.00

5 SDi SDi vs Supreme Decider ... 3.00
6 SDi SDi 1:Khaos ... 3.00
7 SDi SDi vs Dr Z.Z. ... 3.00
8 SDi SDi Origin of M-Vest ... 3.00

2ND SERIES (1990-current)

1 CBc PM ... 4.00
2 CBc PM ... 3.00
3-20 CBc PMi ... 2.00
21-31 CBc PMi ... 1.75
32 Vertigo begins ... 1.75
33-35 ... 1.75
36-49 ... 1.95
50 CBc PMi 8-pg pin-up gallery ... 2.95
51-56 ... 1.95
57 MBu PMi George deals with crisis 1.95
58 MLr PMi nightmare in NYC ... 1.95
59 MBu PMi Nasty Infections,p1 ... 2.25
60-61 MBu PMi Infections,p2-3 ... 2.25
62 RCa PMi Nasty Infections,p4 ... 2.25
63 RCa PMi Infections,p5; Grotesque 2.25

THE SHADOW

DC COMICS (1973-1975)

1 Kaluta ... 25.00
2 Kaluta ... 18.00
3 Kaluta/Wrightson ... 20.00
4 Kaluta ... 18.00
5 ... 9.00
6 Kaluta ... 18.00
7-12 ... 9.00

MINI-SERIES (1986)

1 HCh HCh ... 5.00
2-4 HCh HCh ... 3.00

2ND SERIES (1987-1988)

1 ... 4.00
2-19 ... 2.00
ANNUAL 1 ... 3.00
ANNUAL 2 ... 3.00

BLOOD AND JUDGEMENT

TPB reprints mini-series ... 12.95

PRIVATE FILES OF THE SHADOW

HC ... 19.95

DARK HORSE (1995-current)

1 mini-series teaming 2 pulp heroes 2.95

DARK HORSE (1994)

1-shot three Shadow stories ... 2.95

SHADOW CABINET

DC COMICS (1994)

0 Shadow War x-over,DC's 1st #0 ... 2.50
1 members' origins revealed ... 1.75
2-13 ... 1.75
14-15 "Long Hot Summer" ... 2.50
16 "Summer": Donner & Blitzen (and the other 6 reindeer) show up ... 2.50

SHOWS

IMAGE (1992)

1 JVa JVa w/Image #0 coupon ... 5.00
1A JVa JVa w/o coupon ... 2.00
1B Newsstand ... 2.00
2 JVa JVa Spawn ... 4.00
3 JVa JVa glow-in-the-dark cvr ... 3.00
4 JVa JVa Savage Dragon ... 2.50
ASHCAN ... 5.00

2ND SERIES (1993)

1 JVa ... 3.00
2 JVa JR,ShadowHawk ... 3.00
3 JVa vs Slaughter fold-up cvr ... 3.00
ASHCAN silver edition ... 5.00

3RD SERIES (1993-1995)

0 Image X book ... 2.50
1 new secrets revealed ... 3.00
1A gold edition,4,000 copies ... 5.00
2 Regulators vs Dedline ... 2.00
3 teams w/Reg's vs Dedline ... 2.00
4 JVa against the Liquifier ... 2.00
12 (5th iss.,numbered as 12) WMc JVa The Monster Within,p1, Chapel ... 2.00
13 CWl JVa guest st'ring WildC.A.T.s 2.00
14-17 ... 2.50
18 final issue; D: ShadowHawk ... 2.50
ASHCAN ... 5.00
SPECIAL 1 flip book ... 3.50

OUT OF THE SHADOWS (1993)

TPB JVa reps every appearance of ShadowHawk,foil cover ... 19.95

THE SECRET REVEALED (1993)

TPB reprints full 2nd series, Who's Who feature ... 12.95

© DC Comics

IMAGE (1994)

1 various artists' interpretations ... 1.95

HAWK & DOVE

IMAGE/HARRIS (1995)

BOOK TWO JVa ShadowHawk becomes a vampire; Book One is listed as VAMPI/SHADOWHAWK ... 4.95

HELL'S HEAT

DARK HORSE (1995)

1-3 MKI/JGo GGr ... 2.95

DARK HORSE (1993)

1 ... 4.00
2-4 ... 3.00
TPB reprints #1-4 ... 13.95

ACCLAIM/VALIANT (1992-current)

0 BHl TRy true origin of Shad'man, full-chromium wrapar'd cvr ... 3.50
0A regular edition,reg. cvr ... 2.50
1 DLp SEn 1:Shadowman ... 15.00
2 DLp SEn Insomnia ... 9.00
3 MMo FPe vs Sosa ... 9.00
4 DLp ISh Unity,ch6 ... 5.00
5 Unity,ch14 ... 5.00
6 loses Lifora ... 3.00
7 vs creature of the night ... 3.00
8 1 Master Darque ... 8.00
9 ISp Sp vs Sosa the Soul Eater ... 2.50
10-12 BHl BHl vs Master Darque ... 2.50
13-15 ... 2.50
16 JDa BHl 1:Dr. Mirage ... 4.00
17-40 ... 2.50
41 Shadowman on trial! ... 2.50
42 questions his future ... 2.50
YEARBOOK 1 story in Edwardian London ... 3.95
TPB reprints #1-3,6, w/Darque Passages comic ... 9.95

DARK HORSE (1994)

1-2 MKI movie adaptation ... 2.50

DC COMICS (1985-1986)

1 reprints Detective Comics by MRo/TAu/SEn ... 9.00
2-3 ... 6.00
4 Joker ... 8.00
5 ... 6.00

DC COMICS (1989-1992)

[illegible] ... 3.00
[illegible] ... 2.50
[illegible] ... 4.00

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SHADOWS FALL

DC COMICS (1994-1995)

1-6 JFl,Re Vertigo mini-series ... 2.95

IMAGE (1993-current)

1 MGr 1:Joshua Brand,origin story begins ... 3.50
2 MGr double-gatefold, double-poster cover ... 2.50
3 MGr faces Circle Sea & Bar Sinister 1.95
4 MGr origin concludes ... 1.95
5 MGr Brand becomes Stalking Wolf 1.95
6 MGr faces the Nesting Ones ... 1.95
7 MGr the Rabids ... 1.95
8 MGr Broadarrow's transformation 1.95
9 MGr B'arrow fights to c'trol p'wers 1.95
10 MGr battle w/Broadarrow ... 2.50
11 MGr powers out of control ... 2.50

DC COMICS (1973-1978)

[illegible] Marvel since Golden ... 4.00
[illegible] ... 2.00
[illegible] ... 2.00
[illegible] ... 3.00
[illegible] ... 2.00
[illegible] ... 2.00
[illegible] ... 2.00
12 [illegible] ... 3.00
13-16 [illegible] ... 3.00
17 [illegible] ... 3.00
18-24 [illegible] ... 2.00
25 [illegible] ... 2.00
26-35 [illegible] ... 2.00

MINI-SERIES (1987)

1 ... 5.00
2-4 ... 2.25

ARCHIVES

1 ... 24.95

MARVEL (1980-1982)

1 1:She-Hulk ... [illegible]
2-10 ... [illegible]
11-12 Morbius ... [illegible]
13-25 ... [illegible]

2ND SERIES (1989-1994)

1 IBy IBy ... 2.00
2-8 IBy IBy ... 2.00
9-30 ... 1.50
31-49 IBy IBy ... 1.50
50 ... 2.95
51-59 ... 1.50
60 POl MEu final issue ... 1.50
TPB reprints #1-8 ... 12.95

CEREMONY (1989)

1-2 ... 4.00

CRUSADE (1994-current)

1 BTu ... 25.00
1A Fan appreciation iss., new cover and art ... 1.95
1B Fan appreciation, no logo ... 5.00
1C Comic-Con version; gold Crusade logo ... 15.00
2 BTu ... 15.00
3 BTu ... 8.50
4 BTu ... 4.00
5 BTu battles Arashi ... 3.00
5A variant MSi cover ... 10.00

SHI- SENRYAKU (1995-current)

1 mini-series featuring art by BTu, JLe, DSi & others ... 2.95

SHI THE WAY OF THE WARRIOR (1994)

TPB reprints #1-4 ... 12.95

DC COMICS (1956-1978)

1 Firefighters ... 2,000.00
2 King of the Wild ... 575.00
3 Frogmen ... 600.00
4 1&O:Silver Age Flash ... 19,500.00
5 Manhunters ... 700.00
6 1&O: Challengers of the Unknown ... 2,900.00
7 2nd: Challengers ... 1,400.00
8 2nd: Flash ... 5,800.00
9 Lois Lane ... 2,900.00
10 Lois Lane ... 1,600.00
11 Challengers ... 1,150.00
12 Challengers ... 1,100.00
13 3rd: Flash ... 2,700.00
14 4th: Flash ... 2,700.00
15 1 Space Ranger ... 1,200.00
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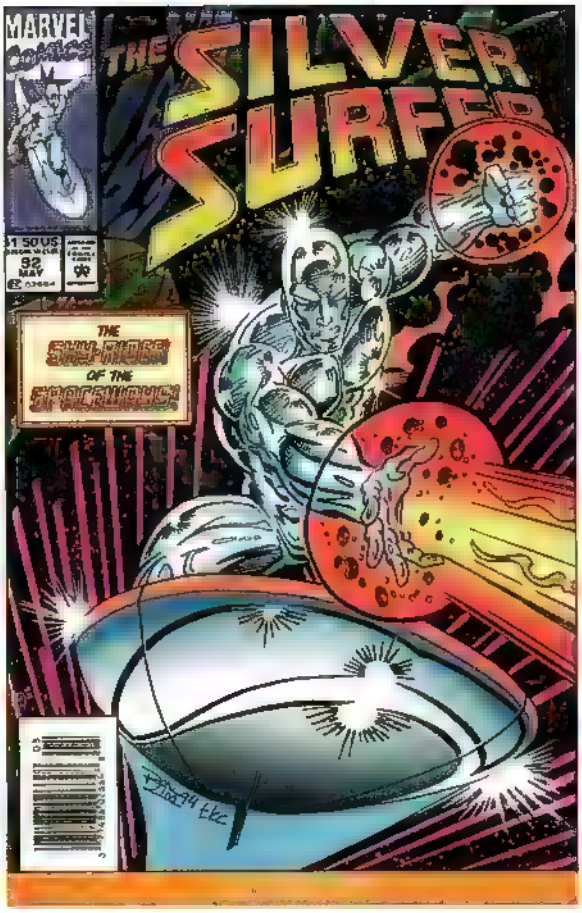

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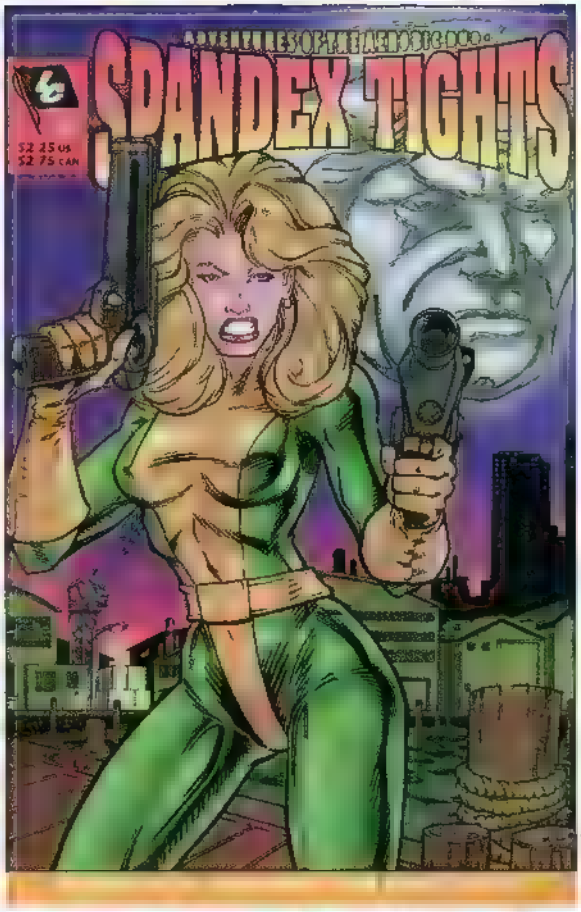

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62 TLy HMa Exiled, p3 ....1.95

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9 Venom, p2 ....1.50

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SPIDER-MAN: THE ANACHNIS PROJECT

MARVEL (1994)
1-6 AWm MLc 1.75

SPIDER-MAN BOOKS

MARVEL

ASSASSINATION PLOT
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GN O: Doctor Octopus 8.95

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MARVEL (1992-1994)
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ARGO PRESS (1995-current)
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DC COMICS (1994-current)
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TPB [illegible] ... 24.95
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THE STAR LOST (1994)
TPB reprints #20-24 ... 14.95
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JPk/JMz MFr adapt'n of last episode ... 3.95

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DARK LORDS OF THE SITH, BOOK ONE (1994-1995)
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24 RAr RMz Pagan & Undertow 2.50
26 Team devastated; NOTE: #25 shipped as "Images of Tomorrow" bk.....2.50
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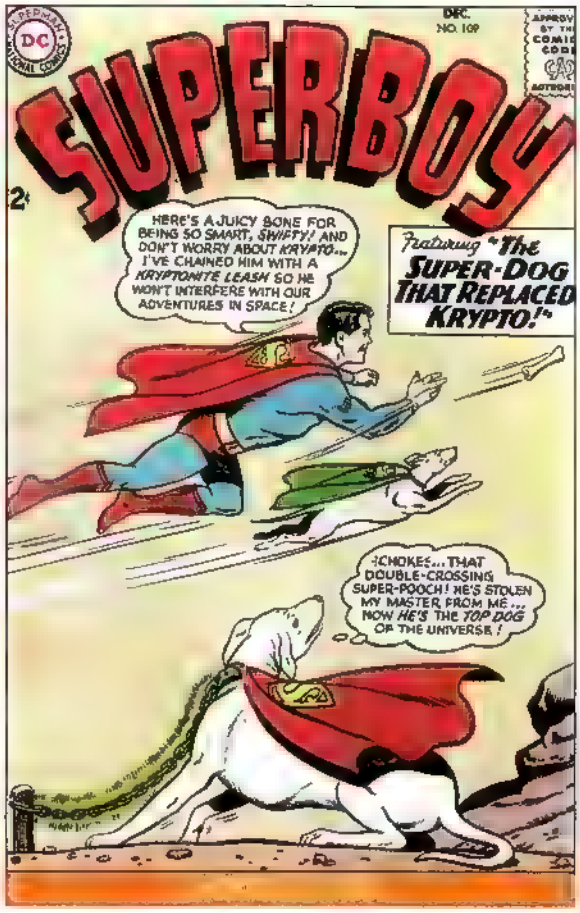

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57 1st 12-cent issue 20.00
58-75 15.00
76-94 10.00
95 80 Pg. Giant G-25 20.00
96-100 10.00
101-103 8.00
104 80 Pg. Giant G-38 20.00
105-110 8.00
111-112 7.00
113 80 Pg. Giant G-50 15.00
114-120 7.00
121 6.00
122 80 Pg. Giant G-62 15.00
123-130 6.00
131 80 Pg. Giant G-74 15.00
132-133 6.00
134 1st: Darkseid: Kirby art 15.00
135-139 Jack Kirby art 10.00
140 80 Pg. Giant G-86: Kirby art 20.00
141-163 6.00
becomes *Superman Family*

SUPERMAN: THE MAN OF STEEL

DC COMICS (1991-current)
0 JBg LSi Peer Pressure,p1;1:Conduit 3.00
1 JBg LSi Krypton Man 3.00
2-16 1.25
17 JBg LSi Doomsday 6.00
18 JBg LSi Doomsday 6.00
19 JBg LSi Doomsday 6.00
20-21 JBg LSi Funeral for Friend 3.00
22 JBg LSi Reign of the Supermen, p2, Collector's Edition 1.95
22A JBg LSi Reign of the Supermen, p2, Newsstand Edition 1.50
23 JBg LSi Reign,p6 2.50
24 JBg LSi Reign,p10 2.00
25 JBg LSi Reign,p14 3.00
26 JBg LSi Reign,p18 2.00
27-29 1.50
30 JBg LSi Collector's Edition, w/"vinyl clings" of S'man,Lobo 3.25
30A Standard Edition 1.75
31-44 1.50
45 JBg LSi Death of Clark Kent, p4 1.95
46 JBg LSi help from Shadowdragon 1.95
47 JBg LSi Bloodsport 1.95
48 JBg LSi attacked by Aquaman (Did he crack a joke about the hand?) 1.95
ANNUAL 1 CWo RFl 2.50
ANNUAL 2 ENe B'lines,p2,1 Edge 2.50
ANNUAL 3 2.95
ANNUAL 4 2.95

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[illegible]

DC COMICS (1995-current)
1 Lex Luthor 1.95

[illegible]

DC COMICS (1985)
1-4 CSw BRo 1.25

[illegible]

DARK HORSE/DC COMICS (1995)
1 DJu/KNo the Man of Steel faces the lethal space creatures 4.95
2 DJu/KNo weakened Supes battles to save Alien infested city 4.95
3 DJu/KNo final issue 4.95

[illegible]

DC COMICS/MARVEL (1976)
1 15.00

[illegible]

IMAGE (1993)
1-4 DJo KGi/ELa 1.95

SUPERPATRIOT. LIBERTY & JUSTICE (1995-current)
1 secrets of the past 2.50
2 2.50

[illegible]

MARVEL (1975-1977)
1 GTu TIs B:Dr.Doom & Sub-Mariner 6.00
2 SBu TIs Tiger Shark 5.00
3 GEv JSh Attuma 4.00
4 HTr BMa Dr Doom vs Namor 4.00
5 HTr SEn 1 The Shroud 5.00
6 HTr SEn FF,Shroud 4.00
7 HTr SEn O:Shroud 4.00
8 KGi SEn Ringmaster 3.50
9 JSh BMo Iron Man 3.50
10 BHI BMa Captain America 3.50
11 BHI BMa Red Skull 3.50
12 BHI BMa Dr Doom vs Red Skull 4.00
13 KGr BMa Namor vs Krang 3.50
14 BHI BMa Magneto, X-Men 4.00
15-17 3.00
GIANT SIZE 1 JBu RTh 7.00
GIANT SIZE 2 MSe RTh 1.Andro 5.50

[illegible]

IMAGE (1992-current)
1 BMu RLd 3.00
1A Gold 5.00
2 2.00
3-4 2.00
5-11 1.95
11A (Pedi cover) 5.00
12 aftermath of Extreme Prejudice 6.50
25 Im. of Tomorrow bk,Platt cvr 6.00
13 Supreme Madness,p1 2.50
14-24 2.50
26 seeks answers in Washington, D.C.; NOTE: #25 shipped under "Images of Tomorrow" storyline 2.50
27 Cortex 2.50
28 prelude to "Supreme Apocalypse" 2.50
29 Supreme Apocalypse, p1 2.50
30 Supreme Apocalypse c'cludes 2.50
ASHCAN 1 10.00
ASHCAN 2 5.00
ANNUAL 1 2.95

GLORY DAYS (1994)
1 story of Supreme during WWII 2.95
2 conclusion of mini-series 2.50

[illegible]

DC COMICS (1972-1976)
1 BWr JWe 70.00
2 BWr JWe 28.00
3 BWr JWe 16.00
4-6 BWr JWe 16.00
7 BWr JWe Batman 22.00
8-9 13.00
10 last Wrightson issue 13.00
11-22 4.00
23 R: Alec Holland 4.00
24 4.00

DARK GENESIS (1991)
TPB reprints #1-10 (1st series), House of Secrets #92 19.95

IF YOU MISSED

SUPERMAN: THE MAN OF STEEL #46 Clark brings Mr. Braverman his son Conduit's body, and tells Mr. B. that he shares the responsibility for what Kenny had become, due to the lack of support he gave Kenny as he grew up.

WIZARD PRICE GUIDE

2ND SERIES
previously *Saga of the Swamp Thing*
46 SBs AMo Crisis 4.00
47-49 SBs AMo 2.50
50 SBs AMo double size 3.50
51 AMo 4.00
52 AMo Arkham Asylum 4.00
53 AMo Batman 5.00
54-64 AMo 2.50
65-66 ....2.00
67 ....3.50
68-78 ....2.00
79 Superman 3.00
80 ....2.00
81 Guy Gardner 3.00
82-83 ....2.00
84 Morpheus 10.00
85-99 ....2.00
100 double size 2.00
101-113 ....2.00
114-128 ....2.00
129 Vertigo begins 2.00
130 ....2.00
131-132 ....2.00
133 vs Thunder Petal, PCh pin-up 2.00
134-137 ....2.00
138 Arcane reborn,Abby leaves ST 1.95
139 x-over w/Black Orchid 1.95
140 PHe GMo/MMr new direction 1.95
141 PHe GMo/MMr Alec's quest 1.95
142 PHe GMo/MMr on Soul Train 1.95
143 PHe GMo/MMr 1.95
144 PHe MMr travels to N.Y.C. 1.95
145 PHe MMr searches for Linda 1.95
146 PHe MMr goes to Amsterdam 1.95
147 PHe MMr vs.hunter; P Stranger 1.95
148 PHe MMr R:Sargon the Sorcerer 1.95
149 PHe MMr battles Sargon 1.95
150 PHe MMr dbl-sz, final battle with Sargon, discovers true destiny 2.95
151 PHe MMr River-Run prologue: ST meets Anna 1.95
152 PHe MMr River-Run,p1 ....1.95
153 CWe MMr River-Run,p2 ....1.95
154 PHe MMr Run,p3, meets Abigail Arcane 2.25
155 PHe MMr Solomon Grundy 2.25
156 PJ MMr River-Run, p5 ....2.25
157 PHe MMr Run, p6; Anna's story 2.25
158 PHe MMr River-Run concludes; Parliament of Waves, Anna's ID 2.25
ANNUAL 4 Batman 3.00
ANNUAL 5 NGa Brother Power 3.25
ANNUAL 6 ....3.25
ANNUAL 7 Children's Crusade 3.95

SYMBOL OF JUSTICE

HIGH IMPACT STUDIOS (1995-current)
1 RLy RCu 1: Symbols of justice 2.95
2 discovers enemy's ID 2.95

SYNDICATE

DC COMICS (1994)
1-shot ADv JDe Vertigo Voices psycho thriller 4.95

TALES FROM THE CRYPT

DARK HORSE (1994-1995)
1-4 BTa runaway girl on London streets with pet rat 2.95

TALES OF ASTONISH

MARVEL (1959-1968)
1 ....1,000.00
2 Steve Ditko cover 400.00
3 ....325.00
4 ....260.00
5-12 ....210.00
13-15 ....150.00
16 Iron Man prototype 230.00
17-25 ....150.00
26 1st 12-cent issue 100.00
27-38 ....80.00
39 DHe SLe 1&O&B:Iron Man 2,650.00
40 DHe SLe 1: Gold armor 1,000.00
41 DHe SLe 3rd Iron Man 575.00
42 DHe SLe 240.00
43-45 DHe SLe 240.00
46-47 DHe SLe 150.00
48 SDi SLe gets new armor 175.00
49 DHe SLe 1st X-Men/Avengers crossover 130.00
50-51 DHe SLe 65.00
52 1 Black Widow 100.00
53 ....65.00
54-56 ....50.00
57 1&O:Hawkeye 100.00
58 Capt. Amer. vs Iron Man 200.00
59 B Capt. Amer & Iron Man, 1st solo Captain America story in S.A. 200.00
60 2nd Hawkeye 85.00
61-62 ....45.00
63 O: Captain America 155.00
64 ....65.00
65 1st Silver Age Red Skull 75.00
66 Silver Age Red Skull 75.00
67-78 ....30.00
79 1:Cosmic Cube,AIM 35.00
80-81 Red Skull w/Cube 20.00
82-96 ....30.00
97 1:Whiplash 30.00
98-99 ....40.00
becomes *Captain America*

TALES OF SUSPENSE (MARVEL EDITION)

MARVEL (1994)
1 reprints Tales of Suspense w/metallic ink cover 2.95

TALES OF THE DEAD

MARVEL (1994)
SC CMc JRb all new story done in style of MARVEL'S series 6.95

TALES OF THE MANKIND

BEANWORLD PRESS/ECLIPSE (1985-1991)
1 ....15.00
2 ....8.00
3-10 ....5.00
11-19 ....3.00

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TALES OF THE NEW GODS

DC COMICS (1981)
1-3 ....1.25

TALES OF THE SUPERMAN

DC COMICS (1984-1987)
previously *Legion of Super Heroes*
314-320 ....2.00
321-354 reprints 1.00

TALES OF THE MARVELS

MARVEL (1995)
1 SMa MBo retelling of Fantastic Four's battle w/Terrax, and the ordinary people affected by it 5.95

TALES OF THE TITANS

DC COMICS (1982)
1-4 GPe MWo Origins of Titans 2.25

TALES OF THE TEEN TITANS

DC COMICS (1984-1988)
previously *New Teen Titans (1st)*
41 GPe MWo D:Brother Blood 2.00
42 GPe MWo Deathstroke, The Judas Contract p1 ....2.00
43 GPe MWo p2,Deathstroke 2.00
44 GPe MWo p3,O:Deathstroke, 1:Jericho,1:Nightwing 3.00
45-59 GPe MWo 2.00
60 rep New Teen Titans (2nd) #1 ....1.00
61-91 reps Titans (2nd ser.) books 1.00
ANNUAL 3 GPe MWo D:Terra, Deathstroke,Judas p4 ....3.00
ANNUAL 4-5 ....1.25

TALES OF THE WEIRD

M RAGE (1987-1989)
1 ....8.00
2-3 ....4.00
4-7 ....3.00

TALES OF THE WEIRD

DC COMICS (1956-1968)
1 ....700.00
2 ....350.00
3 ....300.00
4 ....250.00
5-6 ....200.00
7-12 ....175.00
12-18 ....125.00
19-24 ....100.00
25-30 ....80.00
31-39 ....70.00
40 B Space Ranger 600.00
41-42 Space Ranger 225.00
43 1st Space ranger cvr 425.00
44-48 ....180.00
49 ....130.00
50-51 ....110.00
52-60 ....90.00
61-67 ....75.00
68 1st 12-cent issue 44.00
69-81 ....44.00
82 L.Space Ranger 44.00
83-90 ....20.00
91-100 ....15.00
101-104 ....10.00
becomes *Unexpected*

TALES TO ASTONISH

MARVEL (1959-1968)
1 ....1,000.00
2 Steve Ditko cover 350.00
3-12 ....200.00
13-24 ....150.00
25-26 ....100.00
27 JKi SLe 1 Henry Pym in "The Man In The Ant-Hill!" 2,200.00
28 Gorilla Man,1st 12-cent issue 90.00
29 Space Beasts 90.00
30-34 ....90.00
35 JK SLe 1 Henry Pym as Ant-Man (in costume). Ant-Man series begins 1,100.00
36 JKi SLe vs. Comrade X 400.00
37 JKi SLe vs. Protector 200.00
38 JKi SLe 1 Egghead 200.00
39 JKi SLe Scarlet Beetle 200.00
40 JKi SLe Hijacker 200.00
41 DHe SLe Kulla 130.00
42 DHe SLe Jason Cragg 130.00
43 DHe SLe Time-Master 130.00
44 JKi SLe 1:Wasp 200.00
45 DHe SLe Egghead 100.00
46 DHe SLe vs a cyclops 100.00
47 DHe SLe Trago 100.00
48 DHe SLe 1:Porcupine 100.00
49 JKi SLe 1:Eraser,1:Henry Pym as Giant-Man 150.00
50 JKi SLe 1:Human Top 65.00
51 JKi SLe Human Top 65.00
52 DAy SLe 1:Black Knight 65.00
53 DAy SLe Porcupine 65.00
54 DHe SLe El Toro 65.00
55 DAy SLe Human Top 65.00
56 DAy SLe 1:Magician 65.00
57 DAy SLe Spider-Man 85.00
58 DAy SLe Magician 65.00
59 DAy SLe Hulk 100.00
60 SDi SLe B:Hulk stories in 1/2 of the books 125.00
61 SDi SLe 1:Major Talbot 45.00
62 SDi SLe 1:Leader 45.00
63 SDi SLe O:Leader 45.00
64 SDi SLe General Ross 45.00
65 BPo SLe new costume for Giant-Man 50.00
66 JKi SLe 1:Mdm. Macabre 40.00
67 JKi SLe Hidden Man 40.00
68 JK SLe Human Top 40.00
69 JKi SLe ...Giant-Man & Wasp 40.00
70 AAu SLe B:Sub-Mariner 60.00
71-72 AAu SLe Krang 26.00
73-74 JKi SLe Watcher 26.00
75 JKi SLe 1:King Arkam 26.00
76 AAu SLe Namor gains the Throne of Atlantis 26.00
77 JK SLe IR:Hulk 26.00
78 AAu SLe Puppet Master 26.00
79 JK SLe Hercules 26.00
80 GCo SLe Puppet Master 26.00
81 JK SLe 1 Boomerang. 1 Secret Empire 26.00
82 JK SLe Iron Man 40.00
83 JK SLe Boomerang 26.00
84 GCo SLe S.Empire 26.00
85 GCo SLe HYDRA 26.00
86-87 Bu SLe Boomerang 26.00
88 GKa SLe D:Boomerang 26.00
89 GKa SLe Stranger 26.00
90-91 GKa SLe 1.Abomination 26.00
92 DAd SLe It 30.00
93 MSe SLe Silver Surfer 30.00
94 MSe SLe High Evolutionary 26.00
95-96 MSe SLe H. Evolutionary 26.00
97 WRo SLe X-Men cameo 26.00
98 WRo SLe 1:Lord Seth 26.00
99 DAd AGo Lord Seth 26.00
100 MSe SLe Puppet Master 30.00
101 MSe SLe Asgard 50.00
becomes *Incredible Hulk*

2ND SERIES (1979-1981)
1-14 rep Sub-Mariner #1-#14 ....1.75

BOOKSHELF EDITION (1994)
1 JEs PDa painted graphic novel w/acetate cover; Hulk, Hank Pym & Wasp vs. Loki 6.95

TALES OF THE WITCH

DARK HORSE (1991)
1 from U.K. Deadline Magazine 5.00
2 ....3.50
3-4 ....3.00
TPB Vol. 1 reprints #1-4 ....14.95

SECOND SERIES (1993)
1 ....3.50
2-4 ....2.50
TPB Vol. 2 reprints #1-4 ....17.95

TALES OF THE WITCH

DC COMICS (1995)
SC APr PMi adaptation of movie 5.95

TANK GIRL: THE ODYSSEY

DC COMICS (1995)
1 JHe PMi Tank Girl embarks on journey to save Booga 2.25
2 JHe PMi Land of Milk and Money 2.25
3 JHe PMi The Sirens 2.25
4 JHe PMi mini-series concludes 2.25

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TARZAN: THE PREDATORS

DARK HORSE (1995-current)
1 LWk WSi Tarzan faces Predators in Pellucidar, the subterranean world 2.50

TEAM 3: STORMWATCH
IMAGE (1995-current)
1 Team 3 in pre-Stormwatch days 2.50

TEAM 3: WILDC.A.T.S
IMAGE (1995-current)
1 Team 3 in pre-WildC.A.T.S days 2.50

TEAM 7
IMAGE (1994-1995)
1 mini-series for new team 5.00
1A variant cover 10.00
2-4 ....2.50
TPB collects mini-series 9.95

OBJECTIVE: HELL (1995)
1 WildStorm Rising, prologue; includes 2 cards 2.50
1A newsstand edition, no cards 1.95
2 team in Cambodia 2.50
3 final issue 2.50

TEAM TEAM
DC COMICS (1992-1994)
1A KMa MWo O:Terra 1.75
1B KMa MWo O:Mirage 1.75
1C KMa MWo O:Nightrider 1.75
1D KMa MWo O:Redwing 1.75
1E KMa MWo O:Killowat 1.75
2-21 ....1.75
22-23 ....1.95
24 ZERO HOUR,final issue 1.95
ANNUAL 1 ANi MWo Bloodlines, p22,1:Chimera 3.50

TEAM YOUNGBLOOD
IMAGE (1993-current)
1-8 ....1.95
9 RLd Liefeld returns to series 5.00
10 RLd/ESp/CYa 2.50
11 RLd, ESp/CYa 1.95
12 RLd/ESp/CYa 2.50
13 CYa ESp Riptide bares all 2.50
14 RLd/ESp/CYa 2.50
15 RLd/ESp TNu Newmen 2.50
16 RLd/ESp TNu the Bloodpool 2.50
17 Extreme Sacrifice,p5, bgd w/card 2.50
18 new roster for team, readers will determine who'll be included 2.50
19 Brahma returns 2.50
20 Contact, p1;"Extreme 3000"intro 2.50

TEENAGE MUTANT NINJA TURTLES
M.RAGE (1984-current)
1 Shredder 400.00
1A 2nd print 65.00
1B 3rd print 30.00
1C 4th print 20.00
1D 5th print 5.00
2 new Richard Corben material 100.00
2A 2nd print 14.00
2B 3rd print 5.00
3 ....35.00
3A 2nd print,new back-up story 4.00
4 ....20.00
4A 2nd print 4.00
5 B.Fugitoid 12.00
5A 2nd print 4.00
6 ....10.00
6A 2nd print 3.00
7 4 pg. Corben,1st color TMNT 14.00
7A 2nd print 3.00
8 Cerebus 10.00
9-10 Rip in Time by Corben 7.50
11-15 ....5.00
16-18 ....5.00
19-21 Return to N.Y. 4.00
24-26 RVe The River 4.00
27-32 ....4.00
33 Full color,Corben 3.00
34 The Soul's Triad 3.00
35 ....3.00
36 ....2.00
37 Twilight of the Rings 2.00
38 Spaced Out,p1 George Bush 2.00
39 Spaced Out,p2 ....2.00
40-51 ....2.00
52 City p3,1:Gabrielle 2.00
53 City p4,new look for April 2.00
54 City p5,Splinter has accident 2.00
55 p6,Raphael ambushed 2.00
56 p7 Leo captured,Karai 2.00
57 p8,Turtles reunite 2.00
58 p9,T's make decision to kill Shredder Elite 2.00
59-61 p10-13,vs Shredder Elite 2.00
62 p13 (conclusion),reunion of characters 2.25

THE HAUNTED PIZZA
1 MHo 2.25

TMNT/FLAMING CARROT, LAND OF GREEN FIRE (1993-1994)
1-4 Turtles & F. Carrot join forces 2.75

TMNT/SAVAGE DRAGON
1 MDn/ELa Rin 2.75

TIME'S PIPELINE (1992)
1 ....2.95

VOL. 2
1-13 full color issues 2.75

TEENAGE MUTANT NINJA TURTLES ADVENTURES
ARCHIE

MINI-SERIES (1988)
1 ....5.00
2-3 ....3.00

REG. SERIES (1989-current)
1 ....5.00
2 ....4.00
3-5 ....3.00
6-15 ....2.00
16-49 ....1.50
50-61 ....1.50
62 ....1.50
63-72 ....1.50
73 ....1.50
SPECIAL 1-4 ....2.50
SPECIAL 5-6 ....1.95
SPECIAL 7 Monsterex 1.95
SPECIAL 8 ....1.95
SPECIAL 9 Sm cover,1:Mole 1.95
SPECIAL 10 Raphael & Ninjara 1.95
SPECIAL 11 The Fifth Turtle 2.00

TMNT MEET THE CONSERVATION CORPS (1992)
1 ....2.50

MUTANT UNIVERSE SOURCEBOOK
1 A through M 1.95
2 N through Z 1.95

TEENAGE MUTANT NINJA TURTLES PRESENTS
ARCHIE

APRIL O'NEIL (1993)
1-2 ....1.25

THE MAY EAST SAGA
1-3 ....1.25

MERDUDE & MICHAELANGELO (1993)
1 vs Kraken,Armaggon 1.25

TEEN TITANS
DC COMICS (1966-1978)
1 NCa BHa Peace Corps 160.00
2 NCa BHa 1 Titan Lair 75.00
3 NCa BHa dropouts 35.00
4 NCa BHa Olympics 35.00
5 NCa BHa 1 The Ant 35.00
6 BMo BHa Beast Boy 35.00
7 NCa BHa smugglers 26.00
8 INo BHa Honey Bun 26.00
9 INo BHa pirates 26.00
10 INo BHa boxers 26.00
11 INo BHa Speedy 26.00
12 INo BHa space Dt 26.00
13 NCi BHa Christmas 18.00
14 NCi BHa Gargoyle 18.00
15 LEl BHa runaway 18.00
16 NCa BHa aliens 18.00
17 NCa BHa the Queen 18.00
18 BDr MWo 1.Starfire 18.00
19 GKa MFr J:Speedy 10.00
20 NAd NAd Fat Cat 22.00
21 NAd NAd Hawk & Dove 22.00
22 NAd NAd O:Wonder Girl, 1st 12-cent issue 22.00
23 GKa BHy 10.00
24 GKa BHy skiing mystery 10.00
25 NCa RKa 1:Lilith Clay 10.00
26 NCa RKa 1&J:Malcolm "Mal" Duncan 10.00
27 CIn RKa telepathic aliens 10.00
28 NCa SSk Aqualad 10.00
29 NCa SSk vs Ocean Master 10.00
30 NCa SSk assassins 10.00
31 CTu SSk student nots 7.00
32 NCa SSk time travel,1:Gnark 7.00
33 CTu BHy J:Gnark 7.00
34 CTu BHy demon worshippers 7.00
35 CTu BHy vs Calibano 7.00
36 CTu BHy D:Calibano 7.00
37 GTu BHy 1:Four Horsemen of the Apocalypse 7.00
38 GTu BHy secret fears 7.00
39 GTu BHy Chief Taxha 7.00
40 ASf BHy vs Black Moray 7.00
41 ASf BHy voodoo phantoms 7.00
42 ASf BHy Lord Beetle 7.00
43 ASf BHy (1973 iss.) Moonlings 7.00
44 PMa PLe Mal becomes the Guardian ,vs Dr Light (1976) 5.00
45 INo BRo angel of death 5.00
46 INo BRo J:Joker's Daughter 10.00
47 BBn BRo Two-Face 5.00
48 JDb BRo 1:Bumblebee,Joker's Daughter now Harlequin II 10.00
49 JDb BRo O&J:Bumblebee 5.00
50 DHe BRo Bat-Girl,Golden Eagle, Beast Boy,1:Titans West 10.00
51 DHe BRo Titans West 5.00
52 DHe BRo Captain Calamity 5.00
53 JOz BRo O:Teen Titans,JLA 10.00

TEEN TITANS SPOTLIGHT
DC COMICS (1986-1988)
1 DCw MWo Starfire 2.00
2-21 ....1.25

TEKNOPHAGE
TEKNO•COMIX (1995-current)
1 BTa/AMc NGa/TVe series for villain 1.95
2 BTa TVe Claudia in trouble 1.95
3 BTa TVe Rob & Boog in trouble 1.95
4 BTa TVe inside the Phage building 1.95

TERMINATOR
NOW (1988-1989)
1 ....8.00
2 ....4.00
3-17 ....3.00

THE BURNING EARTH (1990)
1 ....4.00
2-5 Alex Ross art 3.00

TERMINATOR
DARK HORSE (1990)
1 CWa JAr 5.00
2 CWa JAr 4.00
3-4 CWa JAr 3.00

ENDGAME (1992)
1-3 JGu JRb 2.50
TPB 9.95

ENEMY WITHIN (1991-1992)
1 VGi Ed 3.00
2 VGi JEd future humans arrive 2.50
3-4 VGi JEd 2.50
TPB reprints #1-4 ....13.95

HUNTERS & KILLERS (1992)
1-3 ....2.50
TPB 9.95

ONE-SHOT (1991)
1 MWa JRb 5.95

SECONDARY OBJECTIVES (1991)
1 PGu JRb 3.00
2-4 PGu JRb 2.75
TPB rep #1-4 ....13.95

TEMPEST
TPB rep Terminator #1-4 ....12.95

THANOS QUEST
MARVEL (1990)
1 RLi 1St Thanos vs Elders 8.00
1A 2nd print 3.00
2 RLi St Thanos vs Elders, 1:Infinity Gauntlet 8.00
2A 2nd print 3.00

THE THING
HORSE PRESS (1994-1995)
1 PPo adventures of THB, a 7 ft tall purple inflatable rubber man 7.00
2 PPo killer piano attacks 4.00
3 PPo desert trek; includes pin-up 3.50
4 PPo Plutonium City 2.95
5 PPo Peter Hausman 2.95
6 PPo HR must escape Hausman 2.95
7 PPo Bumble Buzz Super Gag Spcl 2.95
8 PPo final issue; HR's decision 2.95

THE THING
MARVEL (1983-1986)
1 RWi IBy 2.00
2-10 ....1.25
11-36 ....1.25

THE THING FROM ANOTHER WORLD
DARK HORSE (1991-1992)
1 JHi CPf sequel to The Thing 3.00
2 JHi CPf Nuclear Submarine, D:Childs 3.00

CLIMATE OF FEAR (1992)
1-4 JAr 2.50

ETERNAL VOWS (1993-1994)
1-4 PGu DDe 2.50

THOR
MARVEL (1966-current)
previously *Journey into Mystery*
126 Hercules 120.00
127-128 Hercules 50.00
129 I:Ares 50.00
130 Hercules 50.00
131 I:Colonizers 50.00
132 1.Ego 50.00
133 Ego vs Thor 50.00
134 1 High Evolutionary 60.00
135 O:High Evolutionary 50.00
136 Odin 40.00
137 1 Ulik 40.00
138 Sif 40.00
139 vs Ulik 40.00
140 vs Growing Man 40.00
141-145 ....35.00
146 B&O,p1:Inhumans 45.00
147 O,p2:Inhumans 35.00
148 O,p1:Black Bolt 30.00
149 O,p2:B. Bolt,O:Medusa 30.00
150-157 ....30.00

158 O,p1:Don Blake 70.00
159 O,p2 Don Blake 30.00
160 I:Travians 30.00
161 vs Galactus,Ego 30.00
162 O,p1:Galactus 50.00
163-164 ....20.00
165 Him/Warlock 40.00
166 vs Him/Warlock 40.00
167 Sif 18.00
168-169 O,p2-3:Galactus 40.00
170-179 ....18.00
180-181 NAd,vs Loki 15.00
182-183 vs Dr Doom 6.00
184-192 ....6.00
193 vs Silver Surfer,giant sz 35.00
194-199 ....6.00
200 Ragnarok 6.00
201 R.Odin 5.00
202-218 ....4.00
219 Protector 4.00
220 vs Avalon 4.00
221-224 ....4.00
225 1:Firelord 6.00
226 Firelord,Galactus,Watcher 4.00
227-259 ....3.00
260 1:Doomsday Star 5.00
261-299 ....3.00
300 double size,O:Odin,Destroyer, D:Asgard,D:Uni-Mind 6.00
301-305 ....3.00
306 T&O:Air-Walker,O:Firelord 6.00
307-336 ....3.00
337 WSi WSi 1 Beta Ray Bill 8.00
338 WSi WS O:Beta Ray Bill 5.00
339 WSi WSi 1 Storm Breaker 3.50
340-348 WSi WSi 3.00
349 WSi WSi O:Odin 2.50
350-352 WSi WSi Ragnarok 2.50
353 WSi WSi D:Odin 2.50
354-372 WSi WSi 2.50
373 WSi WSi X-Factor 2.25
374 WSi WSi X-Factor 9.00
375-381 WSi WSi 2.00
382 anniv issue,vs Frost Giants 3.00
383 Secret Wars II 3.00
384 RFr TDe 1:Future Thor 5.00

VOL. MISSED

UNCANNY X-MEN #322 Juggernaut gets punched all the way from Canada to New Jersey. That takes a really evil guy. Jersey, huh? Yuck! He says the guy that did it was named Onslaught, and he's coming for the X-Men.

WIZARD PRICE GUIDE

385-386 ..... 2.00
387-390 RFr TDe 1.75
391 RFr TDe 1:Eric Masterson (Thunderstrike) 5.00
392-399 RFr TDe 1.75
400 RFr TDe double size 5.00
401-410 RFr TDe 1.50
411 RFr TDe 1:New Warriors 7.00
412 RFr TDe New Warriors 12.00
413-418 RFr TDe 1.50
419 RFr TDe B:Black Galaxy Saga 1.50
420-426 RFr TDe 1.50
427-428 RFr TDe Excalibur 1.50
429-430 RFr TDe Ghost Rider 3.00
431 RFr TDe vs Loki,Ulik 1.50
432 RFr TDe 1:New Thor,D:Loki 3.00
433 RFr TDe New Thor 6.50
434-435 RFr TDe 3.50
436-437 RFr TDe 1.50
438-439 RFr TDe Future Thor 1.50
440-443 RFr TDe 3.00
444-449 ..... 1.25
450 RFr TDe dbl gatefold cvr,dbl sz, rep. Journey into Mys. #87 ..... 2.50
451-456 ..... 1.25
457 RFr TDe Orig. Thor returns 1.25
458 RFr TDe vs Eric 1.25
459 RFr TDe 1.25
460-461 RFr TDe 1.25
462-463 ..... 1.25
464 BZi RMz/1st Infinity Crus.,vs Loki 1.25
465 BZi RMz Infinity Crusade 1.25
466 BZi RMz Infinity Cr.,vs Drax 1.25
467 BZi RMz Infinity Cr. 1.25
468 BZi RMz Mad God,p1,Silver Surfer,Warlock & Inf. Watch, bagged w/Dirt magazine 2.95
469 BZi RMz 1.25
470 BZi RMz Blood & Thunder,p9 ..... 1.25
471 BZi RMz B & T,p13 (concl'n) 1.25
472 BZi RMz aftermath of B & T 1.25
473 BZi RMz R:Loki 1.25
474 BZi RMz vs the Flame 1.50
475 MWy RTh vs High Evolution'y, new costume,multi-level cvr 2.95
475A regular edition 2.50
476 MWy RTh Donald Blake 1.50
477 MWy RTh Thunderstrike 1.50
478 MWy RTh vs Red Norvell Thor 1.50
479 MWy RTh Thor vs.Thor 1.50
480 MWy RTh 1.50
481 MWy RTh Grotesk attacks 1.50
482 ..... 1.50
483 MWy RTh Loki 1.50
484 MWy RTh 1.50
485 MWy RTh Thor vs. Thing 1.50
486 MWy RTh High Evolutionary 1.50
487 MWy RTh showdown w/Kurse 1.50
488 MWy RTh Kurse; Sif 1.50
489 MWy RTh breaks up w/Sif Hulk 1.50
490 aftermath of T'strike's crack-up 1.50
see *Journey Into Mystery* for Annual 1
ANNUAL 2 ..... 50.00
ANNUAL 3 ..... 15.00
ANNUAL 4 ..... 10.00
ANNUAL 5-6 ..... 9.00
ANNUAL 7 ..... 8.00
ANNUAL 8-12 ..... 7.00
ANNUAL 13 ..... 6.00
ANNUAL 14 ..... 5.50
ANNUAL 15 ..... 5.00
ANNUAL 16-17 ..... 2.25
ANNUAL 18 TGg RMz 1:Flame, bagged w/card 2.95
ANNUAL 19 tie-in w/Av'rs An.#23 ..... 2.95
GIANT SIZE 1 ..... 15.00

AGAINST THE CELESTIALS (1992)
TPB reprints Thor #387-389 ..... 5.95
BALLAD OF BETA RAY BILL
TPB reprints 9.95
GODS WOULD DESTROY
GN PRy 5.95

[illegible]
MARVEL (1993)
1-4 POl TDe 1.75

[illegible]
MARVEL (1993-1995)
1 RFr TDe Eric Masterson's new identity,1:Carjack,dbl sz,foil cvr 2.95
2-7 ..... 1.25
8 RFr TDe 1:Officer Z.E.R.O. 1.50
9 RFr TDe R:Bloodaxe 1.50
10 RFr TDe Thor 1.50
11 RFr TDe Sangré & Wildstreak 1.50
12 RFr TDe Whyte Out 1.50
13 RFr TDe search for INFERNO 42 ..... 1.50
13A (THUNDERSTRIKE DOUBLE FEATURE #1) flip book w/CODE: BLUE #1 ..... 2.50
14 RFr TDe INFERNO 42 ..... 1.50
14A (THUNDERSTRIKE DOUBLE FEATURE #2) flip bk w/CODE: BLUE #2 ..... 2.50
15 RFr TDe Mephisto snags Kevin's soul 1.50
15A (THUNDERSTRIKE DOUBLE FEATURE #3) flip bk w/CODE: BLUE #3 ..... 2.50
16 RFr TDe T'strike is asked to arrange fight between Titania & She Hulk 1.50
16A (THUNDERSTRIKE DOUBLE FEATURE #4) flip bk w/CODE: BLUE #4 ..... 2.50
17 RFr TDe Bloodaxe is back 1.50
18 RFr TDe Bloodaxe forced to team up with Thunderstrike 1.50
19 RFr TDe goes on television shopping network 1.50
20 RFr TDe Black Panther 1.50
21 RFr TDe a whole bunch of guest-stars help T'strike battle Loki 1.50
22 RFr TDe Bloodaxe 1.50
23 RFr TDe Thor T'strike snaps 1.50
24 RFr TDe final issue 1.50

[illegible]
NEW ENGLAND COMICS (1988-1992)
1A Special edition; 1 Tick; limited to 5,000 copies 80.00
1B regular edition released after 1A; reprints 1A with minor changes 40.00
1C 2nd print 5.00
2A Spcl ed.; lmt'd to 3,000 copies 50.00
2B reg. ed., reps. 2A with minor changes 15.00
2C 2nd print 4.00
2D-2F 3rd-5th printings 3.00
3 ..... 8.00
4 1 Paul the Samurai 8.00
4A-4D 2nd-5th printings 3.00
5-8 ..... 5.00
8A no logo 15.00
9-10 ..... 4.00
11-12 ..... 3.00
OMNIBUS I reprints #1-6 ..... 13.95
OMNIBUS II reprints #7-10 ..... 10.95

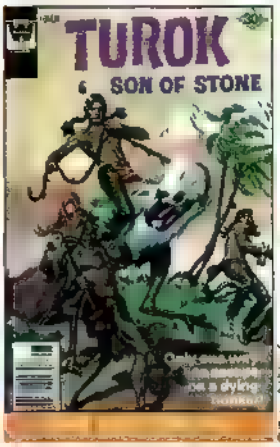
[illegible]
DC COMICS (1992-1993)
1 JPh ACd new T. Wolf,from Leg'n 1.75
2-5 JPh ACd 1.25

[illegible]
ACCLAIM/VALIANT (1994-current)
0 DPe BHl the origin of the Immortal Brothers 2.95
1 DPe BHl 2.50
2-15 ..... 2.50
YEARBOOK 1 ..... 2.95
TPB reprints early Timewalker appearences, plus pin-ups 9.95

[illegible]
MARVEL (1972-1979)
1 GCo GCy 70.00
2 GCo GCy 35.00
3-5 GCo 22.00
6-10 GCo 20.00
11-20 GCo MWo 15.00
21-49 GCo MWo 8.00
50 GCo MWo 15.00
51-69 GCo MWo 7.00
70 GCo MWo D: Dracula 7.00
MINI-SERIES (1991-1992)
1-4 GCo MWo R:Dracula 4.95

[illegible]
DARK HORSE (1994)
1-shot JBy KDw 2.50

[illegible]
DARK HORSE (1994-1995)
1-7 APn JPn young man's struggle in future world gone wild 3.95



[illegible]
DC COMICS (1995)
1-3 MMe CPr mini-series for ZERO HOUR hero 1.75
4 MMe CPr final issue 1.75

[illegible]
IMAGE (1993)
1 RLd 2.50
TROLL II (1994)
GN BNa KAl battles Dr. Voiger, guest starring Badrock 3.95
TROLL HALLOWEEN SPECIAL (1994)
PEd AMa teams up w/Maxx & Julie 2.95
TROLL: ONCE A HERO (1994)
1 Troll during WWII 2.50
TROLL STOCKING STUFFER (1994)
RFI/KGr TNu Troll's Christmastime 2.95
TROLL THANKSGIVING SPECIAL (1994)
JMs RFI Troll turkey time 2.95

[illegible]
MARVEL
1 Mini-series w/super-agent Lester Girls 2.50
2-4 ..... 1.95

[illegible]
ACCLAIM/VALIANT (1993-current)
0 RMo TTr Turok's origin 2.50
1 BSe DMi vs Bionosaurs, w/Chromium/embossed cover 3.00
1A gold edition 10.00
2-31 ..... 2.50
32 PGu TTr Lost Land 2.50
33 PGu TTr Radio Men & the Blob 2.50
34 early Lost Land adventure 2.50
YEARBOOK 1 DCo MBo Mon-ark 3.95
YEARBOOK 2 MGr MDe The Hunted 2.95

[illegible]
ACCLAIM/VALIANT (1995)
1-3 mini-series 2.50

[illegible]
DELL/GOLD KEY (1954-1980)
1 #596 on cover,1:Turok 385.00
2 #656 on cover 250.00
3-5 ..... 175.00
6 ..... 175.00
7-12 ..... 110.00
13-18 ..... 80.00
19-24 ..... 60.00
25-40 ..... 50.00
41-45 ..... 30.00
46-60 ..... 25.00
61-70 ..... 18.00
71-84 ..... 12.00
85-125 ..... 6.00
Giant Size 1 ..... 60.00
WHITMAN (1981-1982)
126-130 ..... 6.00

[illegible]
MARVEL (1995)
1-shot heroes combine forces against Doom & new villain; clear chromium cover 3.95

[illegible]
MARVEL (1993-1995)
1 1:Hulk 2099,vs Mutagen 4.50
2 Hulk 2099,Spider-Man 2099 ..... 3.95
3 Hulk & Spider-Man 2099 ..... 3.95
4 Hulk 2099 vs berserker 3.95
5 Hulk 2099 vs Volx 3.95
6 Hulk 2099 meets "Golden One" 3.95
7 Doom 2099 ..... 3.95
8 Public Enemy 3.95
9 Vlad the Impaler vs. Spider-Man 3.95

[illegible]
DARK HORSE (1992)
TPB JBy JBy post-Next Men 17.00
TPB 2nd printing 9.95
TPB 3rd printing 9.95

[illegible]
NOW (1990)
1 ..... 8.00
1A prestige format 9.00
2ND SERIES (1991-1992)
1 ..... 2.25
1A prestige format 5.50
2-14 ..... 1.95
3RD SERIES (1993)
1-4 ..... 2.50
ANNIVERSARY SPECIAL (1992)
1 ..... 2.50
COMPUTER SPECIAL
1 PMc Newsstand version of #2(3rd series), w/computer-gen. cover 2.50
SCIENCE FICTION SPECIAL
1 ..... 3.50
3-D WINTER SPECIAL
1 ..... 2.95

[illegible]
SPIDERBABY GRAFIX (1994-current)
1-4 SBs life of a Tyrannosaurus 2.95
5 SBs Eggsucker raids the nest 2.95

[illegible]
MALIBU (1994-current)
0 reprints both Wizard giveaways 2.50
0A w/Wizard #35 ..... 2.50
0B w/Wizard #36 ..... 2.50
1 Prime,Prototype and other Ultras unite to form new team;dbl sz w/card 2.50
1A newsstand variant cvr 5.00
1B gold hologram 10.00
2 Atalon's origin 1.95
3 team battles Atalon 1.95
4 O: Atalon 1.95
5 assault on Atalon's island 1.95
6 final showdown with Atalon 2.50
7 suicide plague 2.50
8 Marvel's Black Knight 2.50
9 Black Knight searches for Sersi 2.50
10 Eliminator and Sersi 2.50
ASHCAN back'rnd info on U'force 0.75

[illegible]
MALIBU/MARVEL (1995-current)
PRELUDE Sersi returns w/Infinity Gem; Warlock, Avengers, and (surprise, surprise) Loki 2.50

[illegible]
MALIBU
0 incentive/anthology book 6.00
YEAR ONE (1994)
1 dbl-sz; handbook to the Ultraverse 4.95
2 Prime turns on UltraForce 1.95
YEAR ZERO: THE DEATH OF THE SQUAD (1995)
1 mini-series showcasing the early years of the Ultraverse 2.95
2 Squad makes name for themselves 2.95
3 caught in not, team faces defeat 2.95
4 NM-E goes after The Squad 2.95
ULTRAVERSE DOUBLE-FEATURE 1 ..... 3.95

[illegible]
MALIBU/MARVEL (1995)
1 teamup pin-ups by various artists 4.95

[illegible]
MALIBU
1 spotlight on Ultraverse books 1.00
1A silver foil cover 5.00

DC COMICS (1968-1982)
formerly Tales of the Unexpected
105 ..... 16.00
106-113 ..... 11.00
114-131 ..... 6.50
132-136 48-pg issues 4.50
137-156 ..... 3.00
157-162 100-pg issues 6.00
163-188 ..... 2.00
189-195 64-pg. issues 3.00
196-223 ..... 1.00

IMAGE (1993-1994)
0 flashback story,O. Regent 2.50
0A variant cover 9.00
1 MTe 1 Union,StormWatch 2.50
2-4 ..... 1.95
VOL.II (1995-current)
1 saves the UN building 2.50
2 Union battles Crusade 2.50
3 vacation in Chicago; S. Dragon 2.50
4 WildStorm Rising, p3, includes 2 cards 2.50
4A newsstand edition, no cards 1.95
5 aids Rhiannon against Necros 2.50
6 Fairchild guest stars 2.50

VALIANT (1992)
0 BWs Sh Unity pT,special free give-away issue 3.00
0A Red bar version 10.00
0B Gold bar version 10.00
1 BWs BLa epilogue to Unity 3.00
1A platinum cover 10.00
1B gold cover 5.00
Limited TPB Volume 1 ..... 25.00
Limited TPB Volume 2 ..... 25.00
Limited TPB Set 50.00
TPB 1 ..... 10.95
TPB 2 ..... 9.95
TPB 3 ..... 9.95
TPB 4 ..... 9.95
THE LOST CHAPTERS (1994)
1 MB KVh X-O in Lost Land, dbl sz 3.95

DC COMICS (1980)
1 IBy 6.00
2-3 JAp 4.00

MARVEL (1995-current)
1 POI KBu 0.99

DC COMICS (1992-1994)
1-12 ..... 1.25
13-22 ..... 1.50
23 CDo KBu End,p5, ZERO HOUR 3.00

INNOVATION
1 ..... 3.00
2-4 ..... 2.50

INNOVATION (1990-1991)
1 ..... 30.00
2 ..... 15.00
3-5 ..... 10.00
6-9 ..... 8.00
10 ..... 6.00
11-12 ..... 5.00
TPB reprints #1-12 ..... 24.95

WARREN (1969-1988)
1 I:Vampirella 275.00
2 ..... 80.00
3 Scarce 200.00
4-6 ..... 55.00
7 Frazetta cover 70.00
8 Horror format begins 75.00
9 art: Barry Smith 50.00
10 No Vampirella 18.00
11-12 ..... 35.00
13-18 ..... 24.00
19 Annual (1973) 30.00
20-24 ..... 24.00
25-26 ..... 18.00
27 Annual (1974) 25.00
28-36 ..... 20.00
37 Annual (1975) 25.00

38-40 ..... 20.00
41-99 ..... 15.00
100 Dbl size special 20.00
101-110 ..... 10.00
111 Giant collector's edition 15.00
112 1983 ..... 10.00
113 1986 ..... 10.00
ANNUAL 1 New origin 60.00
SPECIAL 1977 ..... 20.00

HARRIS (1992-1993)
0 JPl MMo [illegible] "Morning" & [illegible]
1 ..... [illegible]
1A 2nd printing
2 ..... [illegible]
3 ..... [illegible]
4 ..... [illegible]
5 ..... [illegible]
THE DRACULA WARS (1993)
TPB reprints #1-4 (Harris [illegible]
MORNING IN AMERICA (1991-1992)
1-4 KBu ..... [illegible]
Limited TPB rep. M in Am. ser's ..... [illegible]
A SCARLET THIRST (1994)
TPB reprints Warren stories 12.95
TRANSCENDING TIME & SPACE (1993)
TPB reprints 1970s stories 12.95

HARRIS (1995-current)
1-2 reprints Warren stories in color 2.95
3 reprints 2.95

HARRIS/IMAGE (1995)
BOOK ONE KWo TSg Vampi bites ShadowHawk; Book Two is listed as S HAWK/VAMPIRELLA 4.95

HARRIS (1993)
TPB reprints Warren tales 12.95

DC COMICS (1994)
1 WSm ELe vampire biker babes 4.00
2 ..... 2.50
3-6 ..... 2.25

IMAGE (1993-1994)
1 vs Supreme 1.95
2-6 ..... 1.95

HARRIS (1994-current)
[illegible] child stakes & [illegible] 25.00
[illegible] 20.00
[illegible] 9.00
[illegible] 14.00
[illegible] 10.00
[illegible] powered teens 8.00
[illegible] master 4.00
[illegible] Vampi 4.00
[illegible] origin 4.00
[illegible] 5.00
[illegible] 4.00
[illegible] Marabie 3.50
[illegible] card 3.50
12 Passion Play 3.50
13 Pendragon attacked 3.50
14 Vampi's origin begins 3.50
15 Mystery Walk, p2 ..... 2.95
16 Mystery Walk, p3 ..... 2.95
TPB reprints #1-3 ..... 6.95

MARVEL (1993)
1 MBa DMi Holo-Grafx cover 5.00
1A Gold cvr 10.00
2 MBa DMi 3.50
3 MBa DMi 3.25
4-6 RLi DMi 3.25
TPB collects mini-series 15.95
CARNAGE UNLEASHED (1995)
1-4 Venom vs. Carnage 2.95
THE ENEMY WITHIN (1994)
1-3 BMc Bio 2.95

FUNERAL PYRE (1993)
1-3 TLy CPo Punisher 2.95
THE MACE (1994)
1-3 Mace,the techno-ninja 2.95
THE MADNESS (1993-1994)
1-3 KJo ANo 2.95
NIGHTS OF VENGEANCE (1994)
1-4 RLi HMa 2.95
SEPARATION ANXIETY (1994-1995)
1-4 Brock and the symbiote deal with being separated 2.95
SINNER TAKES ALL (1995-current)
1 the new Sin-Eater 2.95
VENOM- DEATHTRAP: THE VAULT
SC reprints graphic novel 6.95

MARVEL (1995)
1-4 DMi [illegible] book mini-series; Planet of the Symbiotes, p3 ..... 3.95

DC COMICS (1993)
1 sampler of Vertigo's core titles with stories by various writers/artists 3.95

DC COMICS (1994)
1 preview of upcoming projects 1.00

DC COMICS
DR. OCCULT (1994)
1 DSw Dur battles Koth 3.95
THE GEEK (1993)
1 MAr Brother Power 3.95
PHANTOM STRANGER (1993)
1 GDv AKw Stranger's secrets 3.50
PREZ (1995)
1 ESh EBu 3 youths search for Prez 3.95

TOPPS (1994)
1 KGi KBu Kirbyverse heroes 2.50
1A variant Liefeld cover 8.00
2-5 KGi KBu 2.50

VALIANT (1992)
1-3 reprints Magnus Robot Fighter 4000 AD #1(Gold Key) 5.00
4 rep. 4000 AD #15 ..... 5.00

IMAGE (1994)
1 BSe AMo mini-series for villain 3.50
2 BSe AMo seeks Spawn's help 3.00
3 CCp AMo conclusion; fights Spawn and the Vandalizer 2.50

IMAGE (1995-current)
1 Badrock hunts demon 2.50
2 Badrock mistaken for demon 2.50
3 Violator attempts to escape Hell 2.50

MARVEL (1994)
1-4 ..... 1.75

ACCLAIM/VALIANT (1994-current)
1 BCh KVh battles The Harbinger 2.50
2 BCh KVh battle w/The Harbinger concludes 2.50
3-11 ..... 2.50
12 teams w/Harada & Harbinger 2.50
13 Visitor's identity revealed! 2.50

IMAGE (1995)
1 the gals in Europe 4.95

PEN & INK (1993-current)
1 TWo 1:Casandra Andrews 15.00
2 TWo 6.00
3-7 TWo 3.00
8-9 TWo 2.50
10 TWo Mekon returns 2.75
TPB reprints #1-7 ..... 11.95

WEB OF SPIDER-MAN #126 Ben Reilly stands trial for murder in Peter's place, as Kaine tries to prevent Peter from proving Ben/Peter's innocence. Then Judas Traveller shows up and spirits Kaine and Peter away

WIZARD PRICE GUIDE

[illegible]

IMAGE (1995)
1 SCk SSe Ripclaw; tri-fold cvr 2.95
2-4 SCk SSe 2.50

WARCHILD

MAXIMUM COMIC PRESS (1994)
0 stories by RLd, SPt & others 2.50
1-4 RLd ESp CYa mini-series 2.50

WARLOCK

MARVEL (1972-1976)
1 ..... 30.00
2-8 ..... 10.00
9 JSt 10.00
10 JSt 20.00
11 JSt 15.00
12-14 JSt 8.00
15 JSt 20.00

2ND SERIES (1982-1983)
1-6 reprints 2.50

WARLOCK & THE INFINITY WATCH

MARVEL (1992-1995)
1 AMe JSt Warlock on trial 5.00
2 AMe JSt I:Infinity Watch 3.00
3 RLe JSt High Evolutionary 2.50
4 RLe JSt Watch defeated 2.50
5 AMe JSt 1:Infinity Thrall 2.50
6 AMe St vs Infinity Thrall 2.50
7-24 ..... 1.50
25 Blood & Thunder,p12 ..... 2.95
26 secret of Maxam's past rev'led 1.50
27 TGo JSt vs Avengers 1.50
28 JSt Avengers,vs Man-Beast 1.50
29-41 ..... 1.50
42 final issue; Atlantis Rising 1.50

THE WARLOCK CHRONICLES

MARVEL (1993-1994)
1 TRa JSt Infinity Crusade, holo-grafx foil embossed cover 2.95
2-8 TRa JSt 2.00

WARLORD

DC COMICS (1977-1989)
1 MGr 15.00
2 MGr 8.00
3 MGr 6.00
4-10 MGr 5.00
11-20 MGr 4.00
21-41 ..... 3.00
42-130 ..... 2.00
131 ..... 3.00
132 ..... 2.00
133 ..... 2.00
ANNUAL 1-5 ..... 2.00
TPB rep #1-10,12 ..... 19.95

MINI-SERIES (1992)
1-6 ..... 1.75

WAR MACHINE

MARVEL (1994-current)
1 GGe LKa/SBe joins World Watch, Cable,Deathlok,foil/embos'd cvr 2.95
1A newsstand edition 2.00
1B ashcan edition 0.75
2-7 ..... 1.50
8 GGe LKa/SBn neon ink cvr, bagged w/insert and acetate print 2.95
8A reg cvr, unbg'd,no insert & print 1.50
9-14 ..... 1.50
15 flip book w/WAR MACHINE/U. S. AGENT/HAWKEYE mini-series 2.50
16 back in time; Cap, Bucky, N Fury 1.50
17 battles Nazi traitor 1.50
18 discovers armor is alive 1.50

WARSTRIKE

MALIBU (1994-current)
1 HNg DDn kidnapping case 1.95
1A silver foil cover 10.00
2-7 HNg DDn 1.95

WARSTRIKE: PRELUDE TO CODWHEEL

MALIBU (1994-current)
1 Prelude begins; W'strike vs. Blind Faith and Lord Pumpion 2.50

[illegible]

DC COMICS (1986-1987)
1 DGi AMo 1:Watchmen 7.00
2 DGi AMo 4.00
3-11 DGi AMo 3.50
12 DGi AMo D:Rorschach 3.50
HC unpublished material 50.00
TPB reprints #1-12 ..... 16.95

WEAPON X

MARVEL (1995)
previously *Wolverine*
1 AKu LHa The Age Of Apocalypse: deluxe edition,glossy stock; Wolverine & Phoenix 5.00
1A 2nd print 1.95
2 AKu LHa deluxe ed., glossy stock 3.50
3 AKu LHa Lady Mariko 3.00
4 AKu LHa Gateway 3.00
returns to *Wolverine*

THE ULTIMATE WEAPON X (1995)
SC reprints #1-4, gold etched cvr 8.95

WEAPON ZERO

IMAGE (1995-current)
T-minus-4 WSi JOe mystery on moon unfolds 2.50
T-minus-3 WSi JOe moon battle 2.50
T-minus-2 WSi JOe alien invaders 2.50

WEB OF SPIDER-MAN

MARVEL (1985-current)
1 GLa LSi vs alien costume 22.00
2 ..... 9.00
3 ..... 7.50
4 GLa DF vs Dr. Octopus 7.50
5 ..... 7.50
6 MHa DFi Secret Wars II 7.50
7 ..... 7.50
8 GIs DMi 1:Smithville Thunderbolt 7.50
9-10 ..... 7.00
11-15 ..... 5.50
16-17 ..... 5.00
18 MSi DM, Venom cameo 6.00
19-28 ..... 5.00
29 SGo IOw Wolverine Hobgoblin, the Rose sequel to "Spider-Man vs Wolverine" 15.00
30 ..... 13.00
31 MZe JDm Kraven's Last Hunt p1, Spidey buried alive 10.00
32 ..... 10.00
33 CMn ANo "What's the Matter with Mommy?",p1 ..... 4.50
34 SBu JSh Watcher vs A Sai 4.50
35 ASa GCy vs Living Brain, 1 Tarantula II 4.50
36 ASa GCy 1 Tombstone 4.50
37 ..... 3.75
38 Hobgoblin 6.00
39-42 ..... 4.00
43 ASa PDa D:The Teacher 4.00
44-47 ..... 4.00
48 O:Hobgoblin II cont'd from Spec. Spider-Man #147 ..... 12.00
49 VMa PDa cocaine dealers 4.00
50 ASa GCy 1:Outlaws,dbl sz 5.00
51-59 ..... 3.00
59 ASa GCy Titania vs Puma, Cosmic Spidey,Acts/Vengnce 8.00
60 ASa GCy vs Goliath, Cosmic Spidey,Acts/Vengnce 6.00
61 ASa GCy vs Dragon Man, Cosmic Spidey,Acts/Vengnce 6.00
62 ASa GCy vs Molten Man 2.50
63-65 ..... 2.50
66-67 ..... 2.50
68 ASa GCy vs Tombstone 2.50
69 ..... 7.00
70 ADa DMi Spider-Hulk 2.50
71-80 ..... 2.00
81-82 ..... 2.00
83 CMa KBu 1:Hypertron 2.00
84 ASa HMa Name of the Rose,p1 ..... 2.00
85 ASa HMa p2,Kingpin 2.00
86 ASa HMa p3, I:Demogoblin 3.00
87 ..... 2.00
88 ASa HMa Richard Fisk becomes the new Kingpin 2.00
89 ASa HMa Kingpin II, Blood Rose 2.00
90 hologram cover,Hobgoblin 6.50
90A 2nd print 2.95
91 ASa HMa 1:Whisper,1:Pulse 1.50
92-99 ..... 1.50
100 I:Spider-Armor 3.50
101 ASa TKa Maxim. Carnage,p2 ..... 1.50
102 ASa TKa Max. Carnage,p6 ..... 1.50
103 ASa TKa Max. Carnage,p10 ..... 1.50
104-105 ASa TKa Infinity Crusade 1.50
106 ASa TKa infinity Crusade, Strong Guy Firestar, bagged w/Dirt magazine 3.50
106A w/o Dirt magazine 1.50
107 1:Sandstorm 1.50
108 Sandman,vs Sandstorm 1.50
109 Night Thrasher 1.50
110 ASa TKa vs Lizard 1.50
111 ASa TKa vs Lizard & Warrant 1.50
112 ASa TKa Pursuit,p3 ..... 1.50
113 ASa TKa Gambit,Black Cat, metallic cvr,16-pg book 3.50
113A regular edition 1.50
114 ASa TKa Live and Let Die,p2, Spidey battles Facade 1.50
115 ASa TKa Live and Let Die,p3 ..... 1.50
116 ASa TKa Live and Let Die,concl 1.50
117 SBt TKa Power and Responsibility,p1; Spidey meets his clone & they are challenged by Judas Traveller w/flip book and 2 foil-stamped cvrs 6.00
117A regular edition 2.50
118 SBt TKa the Spider-Clone challenges Venom 3.00
119 SBt TKa Clone vs. Venom 2.00
120 dbl-sz; Web of Life,p1, clone stalked by figure from past, Kaine 2.50
121 Life,p3, Kaine 2.00
122 Smoke and Mirrors,p1; R:Jackal 2.00
123 Price of Truth,p2; Spider-Man & Scarlet Spider vs. Jackal; Aunt May comes out of coma 1.50
124 The Mark of Kaine,p1 Kaine kidnaps Mary Jane 1.50
125 dbl-sz., Gwen's clone, truth about M.J.'s baby; 3-D holodisk cvr 3.95
125A regular cover edition 2.95
126 The Trial of Peter Parker, p1 ..... 1.50
127 Maximum Clonage,p2, Punisher 1.50
128 Exiled,p1, Ben & Peter decide who will be Spider-Man 1.50
ANNUAL 1 ..... 6.00
ANNUAL 2 AAd N,Mutants 8.00
ANNUAL 3 ASa DFi Index to Peter Parker's life,friends & foes 4.00
ANNUAL 4 CMn SGe 1 Poison 4.50
ANNUAL 5 JSs GCy Atlantis Attacks 4.00
ANNUAL 6 GKa GCy Spidey's Tiny Adv p3,Punisher/A.May 4.00
ANNUAL 7 ..... 2.00
ANNUAL 8 ..... 2.25
ANNUAL 9 1 The Cadre,bagged w/card 2.95
ANNUAL 10 vs Shriek 2.95

[illegible]

MARVEL (1972-1977)
1 ..... 45.00
2 ..... 20.00
3-6 ..... 12.00
7-12 ..... 10.00
13-20 ..... 6.00
21-31 ..... 5.00
32 DPe DMo 1&O:Moon Knight 60.00
33 DPe DMo Moon Knight 25.00
34-36 DPe DMo 4.50
37 DPe DMo Moon Knight 8.00
38-43 ..... 3.50

[illegible]

MARVEL (1984)
1 BHI RSt 6.00
2 BHI RSt 4.00
3-4 BHI RSt vs Graviton 3.00

REG. SERIES (1985-1989)
1 AMi SEn vs Ultron 6.00
2 AMi SEn vs Ultron 4.00
3-10 AM SEn 2.00
11-41 AM SEn 2.00
42 JBy By Vision Quest 3.00
43 JBy By Vision Quest 2.00
44 JBy By Vision Quest 2.00
45 JBy JBy 1:New Vision 2.00
46 JBy 2.00
ANNUAL 1 Quicksilver 4.00
ANNUAL 2 Quicksilver 3.50
ANNUAL 3 Evolutionary Wars 3.50
becomes *Avengers West Coast*

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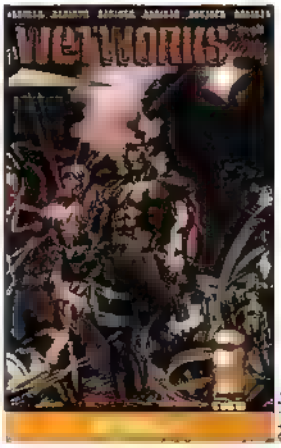
IMAGE (1994-current)
1 WPo 6.00



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1A variant cover 12.00
2 BCo WPo 4.50
2A variant cover 9.00
3 BCo WPo battle w/Vampire Prince 2.50
4 WPo mysterious metamorphosis 2.50
5 WPo 2.50
6 WPo Vampire Nation 2.50
7 WPo FTa Drakken vs. Blood Queen 2.50
8 WildStorm Rising, p7; includes 2 cards 2.50
8A newsstand edition, no cards 1.95
9 the Blood Queen 2.50
SOURCEBOOK 1 facts about team 2.50

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MARVEL (1977-1984)
1 RTh Spidey joins F.F. 20.00
2 Smart Hulk 10.00
3-5 ..... 7.00
6 Fantastic Four 7.00
7 Spider-Man 5.50
8-10 ..... 5.50
11 Fantastic Four 5.50
12 Hulk 5.50
13 Future Conan 5.00
14 ..... 5.00
15-16 ..... 4.50
17 Ghost Rider 8.00
18 Dr. Strange 4.00
19 Spider-Man 4.00
20-26 ..... 4.00
27 Phoenix had lived 8.00
28 FMi FMi Daredevil as SHIELD agent 8.00
29 Avengers 4.00
30 Spider-Man's clone 12.00
31 Wolverine kills Hulk 13.00
32-34 ..... 3.50
35 FM FM Elektra lives 5.00
36-44 ..... 3.50
45 Berserk Hulk 3.00
46 Uncle Ben lives 4.00
47 no Thor 3.00

SPECIAL (1988)
1 Iron Man Traitor 3.00

2ND SERIES (1989-current)
1 heroes lost Evolutionary War 6.00
2 GCo Daredevil & Kingpin 3.50
3 D:Captain America 3.50
4 Alien Costume 5.00
5 Evil Vision 3.50
6 RLi X-Men lost Inferno 6.00
7 RLd Wolverine 7.00
8 Armor Wars 3.00
9 X-Men died 5.00
10 Punisher 3.00
11-15 ..... 3.00
16 Wolverine vs Conan 6.00
17 Spider-Man 3.00
18-21 ..... 2.50
22 RL, Silver Surfer 4.00
23-34 ..... 2.00
35 tPh RTh Time Quake p1, Fantastic Five vs Doom 2.00

36 p2,Cosmic Avengers ... 1.50
37-38 ... 1.50
39 GCu RTh p5 Watcher ... 1.50
40 ... 1.50
41 2.00 cover,Giant-size ... 2.50
42-49 ... 1.25
50 Hulk kills Wolverine,dbl sz ... 4.00
51 PCu SFu Punisher becomes Captain America ... 1.50
52-60 ... 1.50
61 Spidey becomes malevolent ... 1.50
62 Wolverine vs Weapon X ... 1.50
63 Iron Man and the Living Laser ... 1.50
64 Iron Man sells out ... 1.50
65 evil Archangel ... 1.50
66 Rogue possessed Thor's powers ... 1.50
67 Captain America revived in 1994 ... 1.50
68 conclusion of Capt.America story ... 1.50
69 Stryfe had killed the X-Men ... 1.50
70 Silver Surfer ... 1.50
71 R. Skull alters WWII history; Hulk ... 1.50
72 Spider-Man kills the burglar ... 1.50
73 Kingpin adopts Daredevil ... 1.50
74 Mr. Sinister forms X-Men ... 1.50
75 Punk had lived ... 1.50
76 P. Parker vs. psycho Spider-Man ... 1.50
77 Legion had killed Magneto ... 1.50

BEST OF WHAT IF?

TPB reprints ... 12.95

WHAT IF?

MARVEL (1988-1992)

1 Marvel spoof ... 4.00
2 JBy IBy Superbman ... 3.00
3-4 ... 2.00
5-7 ... 1.50
8 ... 1.50
9-24 ... 1.25

SUMMER SPECIAL (1993)

1 X-Men parody issue ... 2.50

FALL SPECIAL (1993)

1 Silver Surfer ... 2.50

WHEEL OF WORLDS

TEKNO•COMIX (1995)

1 collection of stories by Gaiman,Veitch & others; cardstock cvr & poster ... 2.95
1A newsstand ed.,reg. cvr, no poster ... 1.95

WHITE WOLF

DARK HORSE (1994)

1-4 ... 2.95

WILDC.A.T.S

IMAGE (1992-current)

1 JLe BCo 1:WildC.A.T.s ... 7.00
1A gold cover ... 10.00
1B gold cover signed ... 15.00
2 W/Image #0 coupon 1:WetWorks. ... 9.00
2A coupon cut out ... 2.00
2B newstand edition(no prism cvr) ... 2.00
3 JLe BCo ... 4.00
4 JLe ... 3.00
4A w/red foil Wizard card ... 10.00
5 JLe infiltration of Gamorra; Killer Instinct p'lude; 2 dbl gatefold pgs ... 2.25
6 JLe Killer Instinct, p1 ... 2.25
7 JLe Killer Instinct,p3 ... 3.50
8 JLe Heroes on cruise ... 4.50
9 JLe Lord Entropy ... 3.50
10 JLe CCI 1:Huntsman ... 2.50
11 JLe CCI 1 Tapestry ... 2.50
11A variant cover ... 12.00
12 JLe CCI Huntsman ... 2.50
13 JLe CCI Huntsman ... 2.50
14 Image X book ... 2.50
15 Black Razors track Cabal assassin ... 2.50
16 Santini hunts infiltrator ... 2.50
17 search for Maul ... 2.50
18 Void enters Voodoo's mind ... 2.50
19 the Coda strike ... 2.50
20 WildStorm Rising, p2; includes 2 cards ... 2.50
20A newsstand edition, no cards ... 1.95
21 team heads off to space ... 2.50
22 Emp & Zealot's homeworld ... 2.50
SC reprints #1-4,w/#0 ... 9.95
HC reprints #1-4,w/#0 ... 49.95
ASHCAN 1 (signed) ... 20.00
ASHCAN 1 (unsigned) ... 10.00
SOURCEBOOK 1 JLe BCh guide to team ... 2.50
SOURCEBOOK 2 info on new characters ... 2.50

DIRECTOR'S CUT

1 special boxed set of #10-12, w/orig. material,signed & n'd ... 75.00

TRILOGY (1993)

1 heroes' personal lives ... 2.50
2 Zealot,Artemis,secret history of the Coda ... 1.95
3 Zealot vs Artemis, Grifter vs Hightower ... 1.95

WILDC.A.T.S ADVENTURE

IMAGE (1994-current)

1 based on the animated series ... 1.95
2-3 ... 1.95
4-9 ... 2.50
SOURCEBOOK 1 guide to TV series ... 2.95

WILDSTAR: SKY ZERO

IMAGE (1993)

1 ... 2.50
1A Gold foil cvr ... 5.00
2-4 ... 1.95
TPB reprints mini-series ... 12.95

WILDSTORM

IMAGE (1994-current)

1 reps rare stories from Wildstorm ... 4.95

WILDSTORM RISING

IMAGE (1995)

1 WildStorm Rising, p1, includes 2 cards ... 2.50
1A newsstand edition, no cards ... 1.95
10 WildStorm Rising, p10; includes 2 cards ... 2.50
10A newsstand edition, no cards ... 1.95
SOURCEBOOK 1 info on crossover ... 2.50

WILDSTORM SWIMSUIT SPECIAL

IMAGE

1 1994 characters show off fashions ... 2.95
2 1995 this year's fashions ... 2.50

WITCH

DC COMICS (1994)

1 TKr JRb tales of the 3 Witches ... 4.00
2 TKr/MZu JRb Mildred ... 3.50
3 SYe/TKr JRb vengeance ... 3.50

WOLVERINE

MARVEL

LIMITED SERIES (1982)

1 FMi CC Logan in Japan ... 33.00
2 FMi CCI 1 Yukio ... 25.00
3 FMi CC Manko ... 25.00
4 FMi CCI D:Shingen ... 27.00

REG. SERIES (1988-current)

1 Bu CCI 1:Wolverine as Patch ... 36.00
2 Bu CCI p2 Shr Samurai ... 16.00
3 IBu CCI p3 possessed ... 11.00
4 IBu CCI 1:Bloodsport ... 11.00
5 IBu CCI Karma, Jessica Drew ... 11.00
6 IBu CCI Tyger Tyger TMc back cover Roughse Bidsort ... 9.00
7-8 IBu CCI Hulk ... 9.00
9 GCo PDa flashback story ... 9.00
10 IBu CCI first Wolverine vs Sabretooth story ... 35.00
11-16 IBu PDa ... 7.00
17 IBy AGo Storm,Daredevil Roughouse 1:Geist ... 7.00
18 IBy AGo Nuke Roughouse ... 7.00
19 IBy AGo Acts/Vengeance ... 7.00
20 IBy AGo Tiger Shark ... 5.00
21 IBy AGo 1&O:Spore ... 5.00
22 IBy AGo vs Spore ... 5.00
23 IBy AGo D:Spore, Magneto ... 5.00
24 GCo PDa Snow Queen ... 5.00
25 IBu JDu ... 4.00
26 KJa JDu D:Bando Saburo, TMc pin-up ... 4.00
27 IBu JDu Lazarus Project ... 4.00
28 BKi Du p2,Amnesia ... 4.00
29 BKi Du p3,Master Form ... 4.00
30 BJa JDu p4,Pinocchio ... 4.00
31 MSi JHa 1 Dai-Kumo ... 4.00
32 MSi JHa vs Yakuza ... 4.00
33 MSi JHa D:Dai-kumo ... 4.00
34 MSi JHa 1 Hunter in Darkness ... 4.00
35 MSi JHa Blood & Claws ... 4.00
36 MSi JHa p2, ... 4.00
37 MSi JHa p3 ... 3.00
38 MSi JHa 1,Albert & Elsie Dee ... 3.00
39 MSi JHa Storm,Reavers ... 3.00
40 MSi JHa Storm,Forge ... 3.00
41 MSi JHa Cable vs Sabretooth ... 12.00
41A 2nd print ... 2.00
42 MSi JHa Cable,Forge ... 6.00
42A 2nd print,gold cover ... 2.00
43 MSi JHa Cable, Nick Fury ... 4.00
44-49 MSi JHa ... 3.00
50 MSi JHa O retold:Wolverine,X Men dbl-sz die-cut cvr,D:The Professor ... 7.00
51-56 ... 3.00
57 MSi JHa D:Mariko ... 3.00
58-69 ... 3.00
70-74 ... 3.00
75 AKu JHa Fatal Attractions p5,Wolve deals w/physical changes,dbl size,wrapar'd cvr w/hologram ... 12.00
76 AKu JHa in Canada,A. Flight ... 2.50
77-84 ... 2.50
85 AKu JHa Final Sanction,p1,lead-in to Generation X;foil-stamped cvr ... 3.50
85A AKu JHa regular cover ... 2.50
86 AKu JHa Bloodscream ... 1.95
87 AKu JHa teams w/Gambit, deluxe edition w/glossy stock ... 1.95
87A reg edition ... 1.50
88 AKu JHa healing factor returns; deluxe edition w/glossy stock ... 1.95
88A reg edition ... 1.50
89 AKu JHa Wolvie decides to rejoin X-Men; deluxe ed, glossy stock ... 1.95
89A regular edition ... 1.50
90 AKu JHa deluxe ed; Wolvie rejoins X-Men & challenges Sabretooth to final battle; w/card ... 1.95
90A reg edition, no card ... 1.50
becomes *Weapon X* for four issues
91 fate of Sabretooth ... 1.95
92 devolution ... 1.95

WOLVERINE BOOK

MARVEL

ACTS OF VENGEANCE

SC reprints MCP #64-71 ... 6.95

BLOODLUST

1 ADa 1 The Neun ... 5.95

BLOODY CHOICES

SC JBu TDe Nick Fury,Bullfinch ... 7.95

EVILUTION

PF ... 5.95

IN GLOBAL JEOPARDY

1 World Wildlife book ... 2.95

INNER FURY

PF ... 5.95

JUNGLE ADVENTURE (1990)

1 PF, Apocalypse ... 4.50

KILLING

GN KWi JRe in Tibet ... 5.95

RAHNE FALL (1995)

1 sequel to RAHNE OF TERRA ... 6.95

RAHNE OF TERRA (1991)

1 AKu PDa Alternate Universe, Cable,New Mutants ... 5.95

SAVE THE TIGER

1 rep Marvel C. Presents #1-10 ... 2.95

TYPHOID'S KISS

TPB reprints MCP #108-116 ... 6.95

WEAPON X

HC ... 19.95
TPB ... 12.95

WOLVERINE/FURY SCORPIO RISING (1994)

GN Scorpio steals the Cosmic Key ... 5.95

WOLVERINE: ROAR

MARVEL (1995-current)

1 mini-series, Gambit hunts killer in London...& it may be Wolverine! ... 2.95

WOLVERINE: SHADOWS

MARVEL (1995)

1 Giant Size; 2 new stories, & gallery ... 3.95

WOLVERINE: TRIPTYCH

MARVEL (1993)

1 CEs CPo Wolv vs Castle ... 2.00
2 CEs CPo Wolv vs Castle ... 2.00
3 CEs CPo vs Sniper & Damage ... 2.00

WOLVERINE: WEAPON X

MARVEL (1989)

1 History of Wolverine ... 5.00
2-4 History of Wolverine ... 5.00

WOLVERINE/ALPHA FLIGHT

MARVEL (1995)

1-shot ELa JRu reprints story from MARVEL COMICS PRESENTS #48-50 ... 2.50

WONDER WOMAN

MARVEL

SPECIAL (1986)

1 KGa DMi ... 2.00

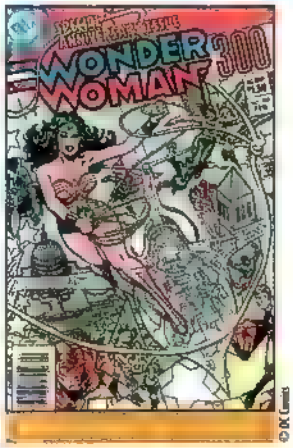
SERIES (1991-1994)

1 Ilo Glo vs Goliath ... 2.00
2 Ilo Glo ... 1.00
3-6 ... 1.00
7-24 ... 1.00
25 Ilo Glo new costume,Beast, Scarlet Witch,multi-level embossed cover,dbl size ... 2.00
26-33 ... 1.00
ANNUAL 1 DRb Glo System Bytes ... 1.00
ANNUAL 2 bagged w/card, 1:Hit-Maker ... 2.00

WONDER WOMAN

DC COMICS (1959-1986)

105 O:Wonder Woman ... 260.00
106-107 adventure in space ... 40.00
108-110 ... 40.00
111-114 ... 30.00
115 Angle Man ... 30.00
116-120 ... 30.00
121 ... 20.00
122 1 Wonder Tot ... 20.00
123-126 ... 20.00
127 ... 12.00
128 O:Invisible Plane ... 10.00
129 ... 10.00
130 Angle Man ... 10.00
131-158 ... 6.00
159 O:Wonder Woman ... 7.00
160-170 ... 6.00
171-178 ... 4.00
179 B.No costume; 1 Ching ... 4.00
180 D:Steve Trevor ... 4.00
181-195 ... 4.00
196 O:W. Woman ... 4.00
197-198 ... 4.00
199-200 ... 4.00
201-202 Catwoman ... 4.00
203-206 ... 1.50
207-210 ... 1.50
211 giant size ... 2.00



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212 Superman,B:trials, w/guest stars ... 1.25
213 Flash ... 1.25
214 giant sz,G. Lantern ... 2.00
215-266 ... 1.25
267-268 Animal Man ... 10.00
269-280 ... 1.25
281-282 Demon,Joker ... 1.25
283 Joker ... 1.25
284-299 ... 1.25
300 triple size,JLA,Titans,1: Lyta ... 3.00
301-304 ... 1.25
305 1:Circe ... 5.00
306-326 ... 1.25
327-328 Crisis ... 1.50
329 Crisis,double sz,final issue, M:W. Woman & S. Trevor ... 2.00

2ND SERIES (1987-current)

0 WLo MDe hidden history of Amazons of Themyscira ... 6.00
1 GPe GPe O:W. Woman ... 2.50
2 GPe GPe 1,Steve Trevor ... 1.50
3 GPe GPe 1 Julia & Vanessa ... 1.50
4 GPe GPe vs Decay ... 1.25
5-48 ... 1.25
49 JTh GPe recap of past years ... 1.50
50 GPe double size ... 2.50
51-81 ... 1.25
82 LMd WLo vs O:Ares Buchanan ... 1.50
83 LMd WLo vs Ares Buchanan ... 1.50
84 WLo ... 1.50

WildC.A.T.s # 18 Grifter tries to figure out which pesky Daemonite has it in for the 'C.A.T.s. After some work, he determines it's Hightower, and the team sets out to slap 'im around.

WIZARD PRICE GUIDE

85 MDe WLo MDe's 1st WW work ..8.00
86 WLo vs cnmelord. ..1 50
87 WLo vs mob ..1 50
88 Rs CPr R. Circe ..8.00
89 jRs CPr vs. Circe ..5.50
90 MDe WLo Hippolyta wants to choose new W Woman, 1: Artemis ..9 00
91 MDe WLo ..5.00
92 MDe WLo Artemis-the new Wonder Woman! ..5.00
93 MDe WLo Artemis goes into action, Diana fights to maintain ideals ..4.00
94-95 MDe WLo ..1 50
96-97 MDe WLo battles joker ..1.50
98 MDe WLo truth about Artemis ..1.75
99 MDe WLo Diana demands answers from Hippolyta ..1.75
100 dbl-sz; Diana & Artemis battle the White Magician; D: Artemis; holographic foil-stamped cover ..3.95
100A alternate, non- enhanced cvr ..2.95
101 jBy jBy Diana fixes up life, runs into Darkseid ..1.95
ANNUAL 1-2 ..2.25
ANNUAL 3 Eclipso ..2 50
ANNUAL 4 Cheetah ..3.50
SPECIAL 1 Operation Cheetah p1, Deathstroke ..1.75

THE CONTEST (1995)

TPB reprints #0, #90-93 ..9.95

WORLD OF COMICS

DC COMICS (1994)

1 Worlds Collide,p7,coll's ed. ..3 95
1A p7,newsstand edition ..2.50

WORLD OF COMICS

DC COMICS (1954-1986)

71 Batman/Superman team-up ..560.00
72-74 ..325.00
75 Superman & Robin ..290.00
76 Gotham vs Metropolis ..220.00
77 Super-Batman ..220.00
78 Superman's ID exposed ..220.00
79-81 ..220.00
82 Three Super-Musketeers ..170.00
83-87 ..170.00
88 1st Joker-Luthor team-up ..170.00
89 Club of Heroes ..170.00
90 Super-Batwoman ..170.00
91-93 ..125.00
94 Origin retold:Sup'man/B'man ..360.00
95 Batman gets super powers ..120.00
96-99 ..120.00
100 vs Luthor,Kandor ..215.00
101 ..75.00
102 B:Tommy Tomorrow ..75.00
103-110 ..75.00
111 1:Clock King ..60.00
112-121 ..60.00
122 1st 12¢ cover price issue ..30.00
123-124 ..25.00
125 B:Aquaman ..25.00
126-128 ..25.00
129 joker and Luthor team up ..35.00
130-141 ..22.00
142 O:Composite Superman ..26.00
143-150 ..15.00
151-155 ..12.00
156 1st Bizarro Batman ..65.00
157-160 ..10.00
161 80 Pg. Giant G-28 ..18.00
162-165 ..8.00
166 Future joker ..15.00
167 Brainiac ..8.00
168 vs Composite Superman ..8.00
169 ..8.00
170 80 Pg Giant G-40 ..18.00
171-174 ..7 50
175-176 NAd ..12.00
177 vs Luthor and joker ..11.00
178 Superman loses powers ..5 00
179 80 Pg. Giant G-52 ..10.00
180-187 ..5.00
188 80 Pg. Giant G-64 ..10.00
189-196 ..4.50
197 80 Pg. Giant G-76 ..10.00
198 DDi DOn Superman/ Flash race,p1 ..55.00
199 DDi DOn race concludes ..55 00
200 DDi MFh held on alien world ..7.00
201-204 ..4.00
205 1st 20¢ issue ..3.00
206 80 Pg. Giant G-88 ..7.00
207-208 ..3.00
209-222 ..3.00
223-228 DDi BHy 100 pgs ..6.00
229-248 ..3.00
249 KSc BHy Supes is vampire ..5.00
250-259 ..3.00
260-283 ..2 00
284-299 ..1 75
300 RAn DKr Pantheon ..5.00
301-323 ..1 50

MINI-SERIES (1990)

1 Batman,Superman ..6.50
2-3 Batman,Superman ..5.00
TPB reprints #1-3 ..19 95

WIZARD

MALIBU (1994-current))

1 ..1 95
1A silver foil cover ..6.00
2-8 ..1 95
9 ..2 25
GIANT SIZE 1 ..2.50

WIZARD

DARK HORSE (1994-current)

1-16 ..2 50
17 vs. H'dhunter & his mercenaries ..2.50

WIZARD

DARK HORSE (1994)

reprints early X appearances ..2.50

WIZARD

MARVEL (1995)

previously *Excalibur*

1 After Xavier: The Age Of Apocalypse; deluxe edition,glossy stock; Mystique & N'crawler search for Destiny ..4.50
1A 2nd print ..1.95
2 deluxe ed ,glossy stock; trapped on refugee boat; Callisto & Morlocks ..3.00
3 death of Juggernaut ..3.00
4 ..3.00

returns to *Excalibur*

THE ULTIMATE X-CALIBRE (1995)

SC reprints #1-4, gold etch cvr ..8.95

WIZARD

DC COMICS (1994-1995)

0 TCk DMo mini-series for new team ..1.50
1-6 ..1 50

WIZARD

SANCTUARY PRESS (1994-current)

1 adventures of mystical female entity; features pencilling and coloring by the Hildebrandt brothers ..5.00
2-3 stories by various artists,including the Hildebrandt brothers ..2.95
4 "The Homecoming" concludes ..2.95

WIZARD

MARVEL (1986-current)

1 iGu BLa 1&O:X-Factor, 1:Rusty 1:Cameron Hodge ..10.00
2 iGu BLa 1 Tower 1 Artie ..5.00
3 iGu BLa Beast de-furred ..5.00
4 KPo BLa 1 Frenzy ..5.00
5 iGu BLa 1 Apocalypse (shadow) ..6.00
6 jGu BLa 1 Apocalypse (full) ..10.00
7 jBu BLa 1:Glow Worm, Bulk,Skids ..5.00
8 MSi LSi Freedom Force ..5.00
9 TSh LSi Freedom Force ..5.00
10 WSi LSi Mutant Massacre ..5.00
11 WSi LSi 1:Berzerker ..5.00
12 MSi LSi 1:Famine(normal form),Vanisher,Boom Boom ..5.00
13 WS LSi Master Mold ..5.00
14 WS LSi Master Mold ..5.00
15 WSi LSi faked death of Angel ..5.00
16 DMa LSi O:Skids ..5.00
17 WSi LSi Thor,1:Rictor ..5.00
18 WSi LSi O:Archangel ..5.00
19 WSi LSi Horsemen ..5.00
20 jBr LSi X-Terminators ..5.00
21 WSi LSi 1:The Right ..5.00
22 SBu LSi The Right ..5.00
23 WSi LSi 1.Archangel ..12.00
24 WSi LSi 1:complete Archangel ..15.00
25 WSi LSi Fal./Mutants, Horsemen,double size ..5.00
26 WSi LSi Fal./Mutants ..5.00
27 WSi LSi J:Ship ..3.50
28 WSi LSi 1:Infecta ..3.50
29 WSi LSi ..3.50
30 WSi LSi Beast infected ..3 50
31-33 WSi LSi ..3.50
34 WSi LSi D:Candy Southern ..3.50
35 TSh LSi ..3 00
36-37 WSi LSi Inferno ..3 00
38 WSi LSi Inferno,X-Men,dbl size ..3.00
39 WSi LSi Inferno ..3 00
40 RLd LSi O Nanny ..5 00
41 AAd LSi 1.Alchemy ..3 00
42 AAd LSi ..3 00
43 AMi LSi Judgment War p1 ..3 00
44 PSm LSi p2,the Chosen ..3.00
45 PSm LSi p3,the Arena ..3.00
46 PSm LSi p4 ..3 00
47 Archangel flashback ..3 00
48 PSm LSi p5,Celestials ..3.00
49 PSm LSi p6 ..3 00
50 RBu LSi p7 dbl size RLd & TMc cover ..4 00
51 TSh LSi ..4 00
52 TSh LSi Archangel vs Sabretooth ..4.00
53 TSh LSi Archangel vs Sabretooth ..4.00
54 MSi LSi Colossus,1:Crimson ..2.00
55 TSh PDa Mesmero ..2.00
56 SCa LSi Crimson,1:Ravens ..2 00
57-59 ..2.00
60 jBg LSi X-tinction Agenda p3 ..6.00
60A 2nd print ..1 75
61 iBg LSi X-tinction Agenda p6 ..6.00
62 iBg LSi Jim Lee cover X-tinction Agenda p9 ..6.00
63 WPo LSi Manko Yashada ..6.00
64 WPo LSi Iceman vs Hiro ..4.00
65 WPo CCl Apocalypse files ..4.00
66 WPo CCl D:Ship,FF,Avengers, 1:Cyclops' daughter,A.files ..3.00
67 WPo CCl 1:Shinobi D:Sebastian Shaw ..3.00
68 WPo CCl ..3.00
69 WPo FNi ..3.00
70 ..2.00
71 LSt PDa new team ..5.00
71A 2nd print ..1 25
72 LSt PDa ..2.00
73 LSt PDa ..2 00
74 LSt PDa Strong Guy vs Slab ..2.00
75 LSt PDa 1:Nasty Boys, Mr Sinister,double size ..3.00
76 TRa PDa Hulk,Pantheon ..2 00
77 LSt PDa MLF ..2.00
78 LSt PDa Stryfe,M.F ..2.00
79 Fe PDa 1:Miss Argosy ..2.00
80 LSt PDa 1:Helle's Belles ..2.00
81-87 ..2.00
88 1:Random ..4.00
89-90 ..2.00
91 jQu PDa vs Armageddon ..1.50
92 jQu PDa 30th anniv celebration, B:return of Magneto storyline, wraparound cvr w/hologram, 1 Exodus ..5.00
93 SLo "Magneto Protocols" issued by government ..2.50
94 jQu SLo ..2.50
95-97 SLo ..1 50
98 SLo jDm Havok vs Random ..1.50
99 SLo ..1.50
100 SLo dbl sz,D:Jamie Madrox, vs Haven,foil-emb'd cvr ..2.95
100A newsstand ed.,reg. cvr ..1.50
101 jDr jDm Havok faces guilt ..1 50
102 jDr jDm Havok isolates h'self ..1.50
103 jDr jDm vs Malice in Hawaii ..1.50
104 jDr jDm Mr Sinister strikes ..1.50
105 jDr jDm death of a villain ..1 50
106 jDr TDn Life Signs,p1;Generation X tie-in; foil-stamped cvr ..2.95
106A jDr TDn regular cover ..1.50
107 jK TDn Blob vs. Strong Guy ..1.50
108 search for Mystique; deluxe edition on glossy stock ..1 95
108A reg edition ..1.50
109 X-Factor & Mystique vs. Legion; deluxe edition, glossy stock ..1.95
109A reg edition ..1.50
110 Lila Cheney returns to Earth; deluxe edition, glossy stock ..1 95
110A regular edition ..1.50
111 deluxe ed, glossy stock, w/cd ..1.95
111A regular edition, no card ..1.50

becomes *Factor X* for four issues

112 clue to Random's origin ..1 95
113 team seeks cure for Havok ..1 95

114 final fate of Strong Guy 1.95
ANNUAL 1 BBd BLa Crimson Dynamo 3.00
ANNUAL 2 TGr Du 4.00
ANNUAL 3 TSh LSi 3.50
ANNUAL 4 JBy JBy Atlantis Attacks 3.00
ANNUAL 5 JBg LSi 5.00
ANNUAL 6 ..... 3.00
ANNUAL 7 JQu FNi 3.00
ANNUAL 8 1 Charon,w/card 2.95
ANNUAL 9 Prof X vs Haven 2.95

PRISONER OF LOVE (1990)

SC Beast 4.95

TOPPS (1995-current)

1 CAd SPr based on TV show 30.00
1A newsstand version 20.00
2 CAd SPr 12.00
3 CAd SPr 7.00
4 CAd SPr mysterious skull found 6.00
4A newsstand edition 2.50
5 CAd SPr The Firebird 3.00

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6 CAd SPr nuclear alien on loose 2.95
7 CAd SPr strange murders 2.95
SPECIAL EDITION reps. #1-3 ..... 3.95
TPB reprints #1-6 ..... 19.95

MARVEL (1991-current)

1 RLd FNi vs M.F,1:C.W. Bridge, Cable card 4.00
1A Shatterstar card 3.00
1B Deadpool card 3.00
1C Sunspot card 3.00
1D Team card 3.00
1E unbagged copy w/o card 1.75
1F 2nd print 1.75
2 RLd FNi vs Deadpool 1:new Weapon X (Kane) 5.00
3 RLd FNi Spider-Man, vs Juggernaut 4.00
4 RLd FNi juggernaut,Spider-Man, Black Tom Cassidy,Deadpool 4.00
5 RLd FNi 1: New Brotherhood of Evil Mutants 4.00
6 RLd FNi vs New Brotherhood 3.00
7 RLd FNi vs New Brotherhood 3.00
8 RLd/MMi FNi O:Cable 1:Wildpack 3.00
9 RLd FNi D:Masque 3.00
10 MPc RLd Kane vs Stryfe 2.00
11 MPc RLd 1:real Domino 2.00
12 MPc FNi Gideon,1:Crule 2.00
13 MPc FNi 1.50
14 TSh FNi 1.50
15 GCp FNi 1.50
16-18 GCp FNi 1.50
19-24 GCp FNi 1.50
25 GCp FNi dbl sz,wraparound cvr w/hologram,Cable,Exodus 5.00
26 GCp FNi new M.F leader,Cable 3.50
27-33 ..... 1.50
34 FNi secrets about Rictor's dad 1.50
35 FNi attack on Camp Hayden 1.50
36 TDa FNi Nimrod 1.50
37 ADn FNi Nimrod attacks 1.50
38 TDa FNi Life Signs,p2, Generation X lead-in; foil-stamped cvr 2.95
38A TDa FNi regular cover 1.50
39 TDa FNi 1.50
40 TDa FNi new base; deluxe edition on glossy stock 1.95
40A reg edition 1.50
41 TDa FNi Feral's past revealed; deluxe edition on glossy stock 1.95
41A reg edition 1.50
42 TDa FNi deluxe ed. glossy stock 1.95
42A reg edition 1.50
43 TDa FNi deluxe ed, glossy stock; w/card 1.95
43A reg edition, no card 1.50
becomes *Gambit & the X-Ternals* for four issues
44 Shatterstar's past 1.95
45 Caliban attacks Sabretooth 1.95
ANNUAL 1 Shattershot p4, O:Shatterstar 2.25
ANNUAL 2 FNi 1:X-treme, bagged w/card 2.95
ANNUAL 3 MWr FNi 2.95

SABOTAGE (1992)

TPB 6.95

X-MAN

MARVEL (1995-current)
previously *Cable*

1 ICh JLb The Age Of Apocalypse: deluxe edition,glossy stock; Nathan Christopher, Mr. Sinister 5.00
1A 2nd print 1.95
2 SSr JLb deluxe ed., glossy stock 3.50
3 SSr JLb Domino 3.00
4 SSr JLb battles Sinister 3.00
Cable picks up again, but this series continues as well
5 SSr JLb Nate in "real" timeline 1.95
6 SSr JLb new ally turns Nate against X-Men 1.95
7 SSr JLb Nemesis 1.95

THE ULTIMATE X-MAN (1995)

SC reprints #1-4, gold etched cvr 8.95

X-MAN

MARVEL (1963-current)

1 JKi Ste 1&O: X-Men, 1:Magneto 4,000.00
2 JKi Ste 1:Vanisher 1,150.00
3 JKi Ste 1:Blob 460.00
4 JKi Ste 1:Scarlet Witch,1:Toad, 1:Quicksilver,1:Mastermind 525.00
5 JKi Ste 1:Asteroid M 285.00
6 JKi Ste Sub-Mariner 240.00
7 JKi Ste 1:Cerebro 210.00
8 JKi Ste 1:Unus 210.00
9 JKi Ste vs Avengers, 1:Lucifer 180.00
10 Ki Ste 1: Silver Age Ka-Zar, 1:Zabu 180.00
11 JKi Ste 1:Stranger 130.00
12 JKi Ste O:Professor X, 1&O:Juggernaut 275.00
13 JKi Ste Human Torch 130.00
14 JK Ste 1:Sentinels 130.00
15 JK Ste 1:Master Mold 130.00
16 JKi Ste D:Master Mold 110.00
17 JK Ste Magneto 85.00
18 JGa Ste Magneto 85.00
19 JGa Ste 1&O Mimic 75.00
20 JGa RTh O:Jupiter, Professor X 75.00
21 JGa RTh Jupiter 55.00
22 JGa RTh Count Nefaria 55.00
23 WRo RTh 1:Locust, cameo 55.00
24 WRo RTh Locust, cameo 55.00
25 WRo RTh 1:El Tigre 55.00
26 WRo RTh El Tigre 55.00
27 WRo RTh 1:Mimic 55.00
28 WRo RTh 1:Banshee 55.00
29 WRo RTh O:Mimic 55.00
30 JSp RTh 1:Warlock 55.00
31 WRo RTh 1:Cobalt Man 42.00
32 WRo RTh Juggernaut 42.00
33 WRo RTh Dr. Strange 42.00
34 DAd RTh Tyrannus 42.00
35 WRo RTh Spider-Man, 1:Mekano (cameo) 70.00
36 RAn RTh 1:Mekano(full) 42.00
37 RAn RTh Factor Three 42.00
38 DHe RTh Blob,Vanisher, B:X-Men origins series 55.00
39 DHe RTh new costumes 42.00
40 DHe RTh Frankenstein 42.00
41 DHe RTh 1:Grotesk 42.00
42 DHe RTh D:Changeling impersonating Prof X 45.00
43 GTu RTh Magneto 45.00
44 DHe RTh 1:S. Age Red Raven 40.00
45 DHe GFr Magneto 40.00
46 DHe GFr Juggernaut 40.00
47 DHe GFr 40.00
48 DHe ADr 1:Computo 40.00
49 DHe ADr 1 Loma Dane 45.00
50 JSe ADr 1. Loma Dane as Polaris 45.00
51 JSe ADr 1:Erik The Red 40.00
52 DHe ADr Erik The Red 30.00
53 BSm ADr Blastaar 40.00
54 BSm ADr 1&O:Alex Summers,1:Pharaoh 50.00
55 DHe RTh O:A.Summers 40.00
56 NAd RTh Pharaoh now called Living Monolith 45.00
57 NAd RTh Sentinels, X-Men origins series 45.00
58 NAd 1:Alex Summers as Havok 60.00
59 NAd RTh Sentinels 45.00
60 NAd RTh 1:Sauron 45.00
61 NAd RTh Sauron 45.00
62 NAd RTh Magneto 45.00
63 NAd RTh Magneto 45.00
64 DHe RTh 1:Sunfire 50.00
65 NAd DOn R Prof X 45.00
66 SBu RTh last new story, X-Men vs Hulk 55.00
67-93 reprints X-Men #12 45 ..... 22.00
94 DCo CCI New X-Men series begins 300.00
95 DCo CCI D:Thunderbird 65.00
96 DCo CCI 1:Moira MacTaggert 50.00
97 DCo CCI 1:Lilandra, 1:Eric the Red,Havok 36.00
98 DCo CCI Sentinels 42.00
99 DCo CCI 1:Black Tom Cassidy 46.00
100 DCo CCI Sentinels 42.00
101 DCo CCI 1:Phoenix 50.00
102 DCo CCI O:Storm 22.00
103 DCo CCI first time Wolvie is called "Logan" 28.00
104 DCo CCI 1:Corsair 22.00
105 DCo CCI Eric the Red 22.00
106 DCo CCI Misty Knight 22.00
107 DCo CCI 1:Gladiator, 1:Starjammers 28.00
108 JBy CCI 1st J. Byrne issue 55.00
109 JBy CCI 1:Weapon Alpha 36.00
110 DCo CCI Warhawk 22.00
111 JBy CCI Mesmero 22.00
112-113 JBy CCI Magneto 22.00
114-115 JBy CCI Sauron 22.00
116 JBy CCI Ka-Zar 22.00
117 JBy CCI Origin retold:Prof. X, 1:Amahl Farouk 24.00
118 JBy CC. Sunfire,M.Magnum 22.00
119 JBy CCI M. Magnum 22.00
120 JBy CCI 1:Alpha Flight (cameo) 35.00
121 JBy CCI 1:Alpha Flight (full story) 42.00
122 JBy CCI O: Colossus; 1:Hellfire Club 19.00
123 JBy CCI Spider-Man 16.00
124 JBy CCI Arcade 16.00
125 JBy CCI 1:Mutant X 18.00
126 JBy CC. Mutant X now called Proteus 16.00
127-128 JBy CCI Proteus 16.00
129 JBy CCI 1:Kitty Pryde; 1 Sebastian Shaw & White Queen 22.00
130 JBy CC. 1:Dazzler 18.00
131 JBy CCI White Queen 16.00
132 JBy CCI Hellfire Club 14.00
133 BsCC Wolverine leaves Hellfire Club 16.00
134 BsCC 1:Dark Phoenix 14.00
135 JoBsCC Dark Phoenix 14.00
136 BsCC Phoenix,dbl sz 18.00
137 BsCC Concuss 14.00
138 BsCC Mendigo (Wolv's new costume) 26.00
140 BsCC Mendigo. Alpha Flight disbands 22.00
141 BsCC Future Past p1, 1:Rachel Summers (Phoenix II), 1:Avalanche 26.00

officially becomes Uncanny X-Men

142 BsCC p2 ..... 22.00
143 BsCC N'Garai 8.00
144 BAn CCI Cyclops 7.00
145-147 DCo CCI Dr. Doom 7.00
148 DCo CCI Spider-Woman, 1:Caliban,Magneto 8.00
149 DCo CCI Magneto 7.00
150 DCo CCI Magneto,double sz 9.00
151 DCo CCI Sentinels 5.00
152 DCo CCI White Queen 5.00
153 DCo CCI fairy tale 5.00
154 DCo CCI Starjammers 5.00
155 DCo CCI Starjammers 5.00
156 DCo CCI O:Corsair 5.00
157 DCo CCI Starjammers 5.00
158 DCo CCI Rogue,Mystique 7.00
159 BSi CCI Dracula 5.00
160 BAn CCI 1:Adult Iliyana (Magik) 6.00
161 DCo CCI Deathbird,Brood 5.00
162 DCo CCI Wolverine solo story 10.00
163 DCo CCI Brood 5.00
164 DCo CCI 1:Binary 7.00
165 PSm CCI Acanti/Storm 6.00
166 PSm CCI 1:Lockheed, dbl size,Brood,O:Acanti 6.00
167 PSm CCI New Mutants 5.00
168 PSm CCI 1:Madelyne Pryor 6.00
169 PSm CCI 1:Morlocks, 1:Callisto,Angel 6.00
170 PSm CCI Storm becomes leader of the Morlocks 5.00
171 WSi CC J. Rogue 9.00
172 PSm CCI Wolverine & Mariko engaged 6.00
173 PSm CCI engagement off 5.00
174 PSm CCI Scott & Madelyne engd. 5.00
175 PSm CCI dbl size,Mstrmnd, Scott & Madelyne wed 7.00
176 IRi CCI Morlocks,squid 5.00
177 IRi CC Brotherhood of Evil Mutants, Arcade 5.00
178 IRi CCI Brotherhood 5.00
179 IRi CC Kitty & Caliban 5.00
180 IRi CC Secret Wars, 1:Cypher 5.00
181 IRi CCI S.Wars 5.00
182 IRi CC Hellfire Club 5.00
183 JRi CCI 5.00
184 IRi CC 1:Forge 7.00
185 JRi CC Rogue vs S.H.I.E.L.D. 5.00
186 BSm CC double size, Dire Wraiths 6.00
187 IRi CCI Dire Wraiths,1:Naze 5.00
188 IRi CCI Dire Wraiths 5.00
189 IRi CCI Selene becomes Black Queen of H Club 5.00
190 JRi CCI vs Kulan Gath 5.00
191 JRi CCI 1:Nimrod 5.00
192 JRi CCI vs Magus 5.00
193 JRi CCI 1:Firestar,1:Hellions 8.00
194 JRi CCI Juggernaut vs Nimrod 5.00
195 JRi CCI Power Pack 5.00
196 JRi CCI Magneto, Secret Wars II 5.00
197 JRi CCI Dr. Doom 5.00
198 JRi CCI 5.00
199 JRi CCI 1:Freedom Force 5.00
200 JRi CCI double size 9.00
201 RLe CCI 1:Cable (as baby) 10.00
202 JRi CCI Sentinels 6.00
203 JRi CCI 6.00
204 BrCCI Arcade 6.00
205 BSm CCI O:Lady Deathstrike 15.00
206 JRi CCI Freedom Force 6.00
207 JRi CCI Wolv vs Phoenix 6.00
208 JRi CCI Hellfire Club 6.00
209 JRi CCI D:Leland, Spiral 6.00
210 JRi CCI Mutant Massacre 15.00
211 JRi CCI 1:Marauders 15.00
212 CCI Sabretooth,Mut. M'cre. 25.00
213 ADa CCI Sabretooth 25.00
214 CCI 5.00
215 ADa CCI Longshot,Dazzler, 1:Crimson Commando, 1:Stonewall,1:Silver Sabre 5.00
216 JGu CC. CrimsonCmndo. 5.00
217 JGu CC Jugmt vs Dzir 5.00
218 CCI Juggernaut 5.00
219 CCI Longshot 5.00
220 CCI 5.00
221 MSi CCI 1:Mr.Sinister 15.00
222 MSi CCI Wolverine vs Sabretooth 15.00
223 CCI Freedom Force 5.00
224 MSi CCI Storm vs Forge 5.00
225 CCI Fall/Mutants,1:Roma 7.00
226 MSi CCI Fall/Mutants, Forge:Freedom Force 7.00
227 CCI Fall of the Mutants 7.00
228 RLe CCI O.Z. Chase 5.00
229 MSi CCI 1:Reavers,1:Gateway 5.00
230-239 CCI 5.00
240-241 CC Inferno 5.00
242 MSi CCI 1:Goblin Queen 5.00
243 MSi CCI Inferno 5.00
244 MSi CCI 1:Jubilee,1:M-Squad 20.00
245 RLd CCI invasion satire 5.00
246 MSi CC D.Sharon Kelly 5.00
247 MSi CC D Master Mold 5.00
248 JLe CCI 1st Jim Lee X-Men 25.00
248A 2nd print 1.25
249 MSi CCI 1:Zaladane 5.00
250 MSi CCI 5.00
251 MSi CC p4,Wolverine crucified 5.00
252 RLe CCI p5,Reavers 5.00
253 SSi CCI p6 ..... 5.00
254 SSi CCI p7 ..... 5.00
255 SSi CCI p8,D:Destiny, D:Stonewall,Frdm Frce 5.00

X-FACTOR #112 Havok is delusional and losing control of his powers in Japan. The rest of the team plus Wild Child are trying to find him, but the assassin Fatale gets to him first. Bad karma!

WIZARD PRICE GUIDE

256 JLe CCI new Psylocke 14.00
257 JLe CCI Acts 12.00
258 JLe CCI Acts 13.00
259 MSi CCI 6.00
260 MSi CCI Dazzler vs. Eric Beale 5.00
261 MS CCI 1:Hardcase,1 Harriers 5.00
262 KDw CC O:Forge 5.00
263 BIa CCI O:Forge 5.00
264 BIa CCI 5.00
265 BIa CCI R:Storm 5.00
266 MCo CCI 1:Gambit (full) 36.00
267 JLe WPo CC 2nd Gambit 15.00
268 JLe CC Jim Lee now regular artist 20.00
269 JLe CC 8.00
270 JLe CC, X-Tinction Agenda p1 10.50
270A 2nd Print,Gold 3.00
271 JLe CC, X-Tinction Agenda p4 8.00
272 JLe CCI X-Tinction Agenda p7 8.00
273 JLe, By WPo,MS,,CCI New Mutants,X-Factor 7.00
274 JLe CCI 6.50
275 JLe CC, dbl size,gatefold 8.50
275A 2nd Pr,Gold 1.50
276 JLe CCI Stangammers 6.00
277 JLe CCI Prof X 6.00
278 PSm CCI R:Colossus 3.50
279 AKu CCI p2,Legion app. 4.50
280 AKu CCI p4,Legion app. 3.50
281 WPo JBy new team, 1:Trevor Fitzroy,D:Reavers, D:White Queen,Sentinels 11.00
281A 2nd print (Red Logo) 1.00

282 WPo JBy 1:Bishop (cameo), Fitzroy,future mutants, 1:Malcolm & Randall (cameo) 14.00
282A 2nd print 1.00
283 WPo ,By Bishop (full), 1:Malcolm & Randall (full), Selene,Gamesmaster 12.00
284 WPo By Bishop 4.00
285 WPo By R Mikhail, Sunfire 3.00
286 WPo By Bishop 3.00
287 JRj SLo O&J:Bishop, D:Malcolm & Randall 4.00
288 Bishop 3.00
289 WPo SLo 3.00
290 WPo SLo Q,Forge 3.00
291 TRa SLo Callisto,Morlocks 2.00
292-293 TRa SLo Morlocks 2.00
294-296 BPe SLo X-Cutrs Song 3.00
297-299 BPe SLo. 2.00
300 JRj SLo Holo-grafx foil cvr 5.00
301 JRj SLo Mystique,Forge 3.00
302 JRj SLo vs Upstarts 2.00
303 RBe SLo Illyana dies 2.00
304 JRj SLo 30th Anniv issue 6.00
305-309 2.00
310 JRj SLo w/card sheet 5.00
311-315 2.00
316 JMd SLo Generation Next,p1 4.00
316A JMd SLo regular cover 1.50
317 JMd SLo Phalanx; lead in to Gen. X, w/prismatic foil-stamped cvr 4.00
317A regular cover edition 1.50
318 JMd SLo Jubilee leaves to join Generation X; deluxe edition on glossy stock 2.25
318A reg edition 1.50
319 RCr SLo R:Legion; deluxe edition on glossy stock 2.25
319A reg edition 1.50
320 RCr SLo Legion escapes, deluxe edition, glossy stock 2.25
320A regular edition 1.50
321 deluxe ed, glossy stock; X-Men travel back in time to stop Legion; w/card 2.25
321A regular edition, no card 1.50
becomes *The Astonishing X-Men* for four issues
322 TGr SLo Gambit's secret 1.95
323 JMd SLo Onslaught 1.95
324 Cannonball's first day on team 1.95
SPECIAL 1 rep X-Men #9,11 40.00
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ANNUAL 4 JRj CCI J:KittyPryde 15.00
ANNUAL 5 BAn CCI FF 12.00
ANNUAL 6 BSi CCI vs Dracula 12.00
ANNUAL 7 MGo CCI 10.00
ANNUAL 8 SLa CCI New Mutants 10.00
ANNUAL 9 AAd CCI 12.00
ANNUAL 10 AAd CCI J:Longshot, 1:X-Babies 12.00
ANNUAL 11 ADa CCI 1:Horde 5.50
ANNUAL 12 AAd CCI Evol. War 5.00
ANNUAL 13 MVo TAu Atl. Attacks 5.50
ANNUAL 14 1: Gambit (cameo) 8.00
ANNUAL 15 4.00
ANNUAL 16 JAl FNi Shattershot p2 3.00
ANNUAL 17 SLo 1,X-Cutioner, bagged w/card 3.25
ANNUAL 18 R:Caliban vs S'tooth 2.95
GIANT-SIZE 1 DCo ,We 1:new X-Men, 2nd app. of Wolverine 300.00
GIANT-SIZE 2 rep X-Men #57-59 30.00
ASHCAN 0.75
2ND SERIES (1991-current)
1A JLe CCI Storm and Beast cover 2.50
1B JLe CCI Colossus & Gambit cover 2.50
1C Wolverine & Cyclops cover 2.50
1D JLe CCI Magneto cover 2.50
1E JLe CCI 1:Acolytes,PF 5.00
2 JLe CCI vs. Magneto 4.00
3 D:Magneto & Acolytes 4.00
4 JLe JBy R:Omega Red,Wolverine back in original costume 5.00
5 JLe SLo R:Longshot,1:Maverick 6.00
6 JLe SLo Omega Red,Maverick, Sabretooth's new costume,Mojo, O&R.Sabretooth 6.00
7 JLe SLo Omega Red 4.00
8 JLe SLo Gambit vs Bishop 4.00
9 JLe SLo D Belladonna 4.00
10 JLe SLo Longshot,Mojo 4.00
11-24 2.00
25 AKb FNi Magneto pulls adamantium out of Wolverine, wraparound cvr w/hologram 9.00
25A Gold cvr edition 20.00
25A Black & White cvr 10.00
26-29 2.50
30 AKb FNi M:Scott & Jean,several guest stars,w/card sheet 5.50
31 AKb FNi solo Psylocke story 2.00
32-35 AKb FNi 1.75
36 AKb FNi Generation Next,p2; lead-in to Generation X, foil-stam'd cvr 4.00
36A AKb FNi regular cover 1.50
37 AKb FNi Generation Next,conclusion; prismatic foil-stamped cvr 4.00
37A regular cover edition 1.50
38 AKb FNi Psylocke seeks to regain her p'wrs; deluxe ed. w/glossy stock 2.25
38A reg edition 1.50
39 TDo FNi X-treme; deluxe edition on glossy stock 2.25
39A reg edition 1.50
40 AKb FNi X-Men need Cable's help; deluxe ed, glossy stock 3.00
40A regular edition 1.50
41 AKb FNi deluxe ed, glossy stock; Legion tries to kill Magneto in the past; D: Professor X, w/card 2.50
41A regular edition, no card 1.50
becomes *The Amazing X-Men* for four issues
42 mysterious visitor on Avalon 1.95
43 Holocaust on rampage; Colossus 1.95
44 juggernaut and Amanda 1.95
ANNUAL 1 JLe FNi 1:Mojo II, Shattershot p1 3.00
ANNUAL 2 AWs FNi 1 Empyrean, bagged w/card 2.95
ANNUAL 3 CHa FNi Shinobi Shaw wants Storm to be new White Queen 3.25

[illegible]

MARVEL (1992-1994)
1 1 Morph 6.00
2-5 4.00
6-9 3.00
10 AWm RMa Archangel 3.00
11 AWm RMa Apocalypse 2.00
12 AWm RMa Archangel's fate 2.00
13 AWm RMa 1.50
14-15 AWm RMa 1.25
SEASON II (1994)
1 AWm RMa Morph returns 2.50
2 AWm RMa vs Morph 2.00
3-13 1.75
SEASON III (1995-current)
1 Out of the Past,p1; Lady D'strike 2.50
2 p2, prelude to "Phoenix Saga" 1.50
3-6 The Phoenix Saga,p1-4 1.50
7 The Phoenix Saga concludes 1.50
TPB reps. X-Men Adv's #1-4 4.95
TPB Vol. 2 reps. X-Men Adv's #5-8 4.95
TPB Vol. 3 reps. X-Men Adv's stories 5.95
TPB Vol. 4 reps. "Days of Future Past" and "Final Conflict" storylines 6.95

[illegible]

MARVEL (1994-current)
1 hatred betw'n humans & mutants explodes in alt'nate future; dbl-sz 9.00
1A gold edition 50.00

[illegible]

MARVEL (1985)
1 PSm CCI Asgard 4.50
2 PSm CCI Asgard,vs Loki 4.00

X-MEN AND THE MICRONAUTS

MARVEL (1984)
1-4 JGu CCI 3.50

[illegible]

MARVEL (1994)
1-4 mini-series rep. first Legion stories, plus UNCANNY #161, cardstock cover, glossy stock paper 2.25

[illegible] CAPTAIN

MARVEL (1995-current)
1 mini-series reprinting early adventures of UK superhero 2.50
2 reprints 2.95
3 reprints 2.95

[illegible]

MARVEL
ASGARDIAN WARS
TPB Alpha Flight 15.95
DARK PHOENIX SAGA
TPB 12.95
DAYS OF FUTURE PAST (1991)
SC reprints X-Men #141-142 5.95
DAYS OF FUTURE PRESENT
TPB 14.95
FATAL ATTRACTIONS (1994)
TPB reprints story arc 17.95
FROM THE ASHES (1990)
TPB rep X-Men #168-176 14.95
GREATEST BATTLES OF THE X-MEN (1994)
TPB reprints X-Men stories 15.95
OFFICIAL INDEX TO THE X-MEN
1 index of X-Men #1-15 1.95
2 1.95
3 index of X-Men #123-180 1.95
PRYDE OF THE X-MEN
GN Animation Special 10.95
SAVAGE LAND
TPB 9.95
SURVIVAL GUIDE TO THE MANSION (1993)
SC w/gatefold foldout 6.95
X-CUTIONER'S SONG
TPB reps. major x-over,foil cvr 24.95
X-MEN AT THE STATE FAIR (1983)
1 Dallas giveaway 25.00
X-MEN/AVENGERS: BLOODTIES (1995)
TPB reprints x-over story arc 15.95
X-MEN/GHOST RIDER
TPB reprints X-Men #8-9,Ghost Rider #26-27 6.95
X-TINCTION AGENDA
TPB 19.95

[illegible]

MARVEL (1995-current)
previously *X-Men Unlimited*
1 After Xavier: The Age of Apocalypse; Magneto founds the X-Men 3.95
2 Abattoir 3.95

X-MEN CLASSIC

MARVEL (1983-1984)
1 reprints X-Men #57-59 3.50
2 reprints X-Men #59-61 3.50
3 reprints X-Men #61-62 3.50
REG. SERIES (1990-1995)
previously *Classic X-Men*
46-67 reprints X-Men issues 1.50
68-73 reprints 1.50
74-87 reprints 1.25
88 reprints X-Men #184 1.25
89 reprints X-Men #185 1.25
90 reprints X-Men #186,dbl sz 1.25
91-96 reprints X-Men #187-192 1.25
97 reprints X-Men #193,dbl size 1.25
98-99 reprints X-Men #194-195 1.25
100-103 reps X-Men #196-199 1.25
104 reprints X-Men #200, dbl-sz 1.95
105-108 reprints X-Men #201-205 1.50
110 last issue; reprints #206 1.50

X-MEN: BISHOP

MARVEL (1995)
TPB reprints Bishop's origin 12.95

[illegible]

MARVEL (1994-1995)
1-16 reprints 1.50
17 double-sized last issue 2.50

X-MEN: GOD LOVES, MAN KILLS

MARVEL (1994)
PF reprints graphic novel 6.95

X-MEN MASTERWORKS

MARVEL (1995)
TPB reps. GIANT SIZE X-MEN #1 and UNCANNY X-MEN #94-97 12.95

X-MEN: OMEGA

MARVEL (1995)
1 conclusion to AFTER XAVIER: THE AGE OF APOCALYPSE storyline 6.00
1A gold variant cover edition 40.00

[illegible]

MARVEL (1995)
1 starting point for all X-title storylines, following "After Xavier" saga; chromium cover 5.50

[illegible]

MARVEL (1995)
1 reprints hard to find stories, including GENERAT'N X San Diego Con story 5.95

[illegible]

MARVEL (1990)
1-2 DCo Professor X 4.00

[illegible]

MARVEL (1993-current)
1 RLi JFm 1:X-Men 2099, foil-stamped cover 4.50
2 RLi JFm vs vengeful family 3.00
3 RLi JFm vs Ratpack 2.50
4-23 2.00
24 Xi'lan must rally team 1.95

[illegible]

MARVEL (1993-1994)
1 CBc SLo X-Men in Antarctica 8.00
2 JDr FNi Magneto's past revealed 7.00
3 FNi vs Sabretooth 7.00
4 RBe SLo connect'n btw Mystique & Nightcrawler revealed 5.50
5-7 4.00
becomes *X-Men Chronicles*

CAPTAIN AMERICA & THE AVENGERS

MARVEL (1987)

1 MSi RSt 4.00
2-4 ....3.00

CAPTAIN AMERICA

MARVEL (1993)

1 reprints X-Men Annual #6 .. 1.75

X-O MANOWAR

ACCLAIM/VALIANT (1992-current)

0 prequel to reg. series, chromium double-cover 4.00
0 gold edition 10.00
1 BWs ISh 1&O:Aric 1 Ken Clarkson,1 Spider Aliens 10.00
2 SVe ISh vs Spider Aliens .. 8.00
3 SVe ISh 1 X-Caliber,Harada 8.00
4 MMn SEn Harbinger 1 Jack Boniface (Shadowman) .. 9.00
5 BLa SEn Ax .. 6.00
6 SDi BLa vs Ax in X-O Commando armor,Ax defeated 6.00
7 Unity,vs dinosaurs 5.00
8 Unity ch13 ....5.00
9 MLe BLa 4.00
10 MLe BLa X-O armor modified ..4.00
11 HSi BLa 4.00
12 MLe BLa Solar 4.00
13 MLe BLa Seed saga ends 2.50
14-15 BSe BLa Turok 2.50
15A pink logo 10.00
16-17 ....2.25
18 ..2.25
19 Randy becomes She-God of War 2.25
20 ....2.25
21 Randy vs Ax 2.25
22-24 ....2.25
25 vs Armorines,w/Armor's #0 ....2.25
26-27 ..2.25
28 Valiant Era II card 2.25
29-43 ....2.25
44-49 ....2.25
50-X Ax battles X-O armor 2.25
50-O regains control of armor battles Alloy 2.25
51 BSe RMz goes home to Dacia 2.50
52 Crescendo's gang attacks 2.50
YEARBOOK 1 fights Eternal Warrior ..2.95
TPB reprints #1-4,w/X-O Sourcebk ..9.95

BART SEARS' X-O MANOWAR (1995)

HC reps. all Sears' work on series ...17.95

X-O

DC COMICS (1994-current)

0 Shadow War x-over 2.00
1 JIb JRz Silent Cathedrals,p1 ....1.75
2-13 ....1.75
14 JIb Rz "Long Hot Summer" story 2.50
15 JIb Rz "Summer", Boogieman 2.50
16 JIB JRz "Summer"; Iron Butterfly ..2.50

X-TERMINATORS

MARVEL (1988-1989)

1 JBa CSi 1 N'astrh 4.00
2-4 JBg CSi Inferno 3.00

X-TREME

MARVEL (1995)

1 2 part mini-series about non-mutant heroes during AGE OF APOCALYPSE storyline; foil-stamped cvr 4.50
2 mini-series c'cludes;foil-stmp'd cvr 3.50

X-TREME

IMAGE (1992-1993)

0 O Y'blood w/ image 0 coupon 3.00
0A coupon cut out 1.00
0B Gold foil cvr 10.00
1 RLd HKa trading cards 5.00
1A 2nd print,gold border, w/o trading cards 2.00
2 1:ShadowHawk (In preview), 1:Prophet 5.00
3 ....3.00
4-10 ....2.00
ASHCAN 1 (signed,lmt'd to 500) ...10.00
ASHCAN 1A (signed,lmt'd to 1000) ..5.00
TPB reps. #1-5, & new stuff 16.95

STRIKEFILE (1993-current)

1 1: Glory 2.50
1A Gold Edition 5.00
2-4 ....2.50
5-8 ....2.50
9 Knight Sabre 2.50
10 RLd Thu the Bloodpool 2.50
11 Extreme S'fice; O:Link & Crypt .2.50
TPB reprints #1-3,plus sketchbook..12.95

YEAR ONE (1994-current)

1 RLd KBu Ahhh...the early days 2.50
2 RLd KBu first Youngblood team 2.50

YOUNG ZEN INTERGALACTIC NINJA

EXPRESS ENTITY (1994)

GIANT SIZE SPC. 1 City of Death ... 3.25

ZANNA

DC COMICS

SPECIAL (1987)

1 GMr GCy vs Allura 2.25

SERIES (1993)

1-4 ....1.95

ZEN, INTERGALACTIC NINJA

ARCHIE

1-4 ....1.25

ENTITY COMICS/EXPRESS

ALL-NEW COLOR SPECIAL (1993)

0 Tlh SSt chromium cvr by JAl, w/coup for chrom'm trading card 3.50
0A newsstand edition,JAl cvr 2.25

THE ALTERNITY SAGA (1994)

1 TPB gold foil stamped cover 6.95

APRIL FOOL'S SPECIAL (1994)

1 parody issue 2.50

THE ART OF ZEN INTERGALACTIC NINJA (1994)

1 25 pinups by various artists 2.95

BUBBLE ECONOMY (1995)

1 6th illust'd Zen novella; gold foil-stamped cover 2.95

A FIRE UPON THE EARTH (1994)

TPB reps story arc; foil stmp'd cvr.. 12.95

IMMORTAL COMBAT (1995)

1 5th illust'd Zen novella,foil cvr ...2.95

IN A BLUE MOON (1995)

1 8th illust'd Zen novella,foil cvr ..2.95

MERCENARY BLUES (1994)

1 2nd illust'd Zen novella,foil cvr 2.95

MISTRESS OF CHAOS (1994)

1 first illust'd Zen novella,gold cvr 2.95

PHAEDRA (1994)

1 3rd illust'd novella, gold foil cvr ..2.95

SCORPION MOON (1994)

1 4th illust'd novella, gold foil cvr 2.95

SERIES (1994-1995)

1 Tlh vs Lord Contaminous, die-cut chrom'm cvr by HNg 3.95
1A newsstand edition 2.25
2 bagged w/chrom'm card 3.50
2A standard edition 2.50
3-5 ....2.50
6-7 ....2.95
YEARBOOK 1: HAZARDOUS DUTY 2.95

2ND SERIES (1995-current)

1 Earth gone mad 2.50
2 battles Rawhead in Moscow, bagged w limited ed. numbered phone cd 4.95
2A reg ed no bag or card 2.50
3-4 ....2.50
5 ....2.50

SPRING SPECTACULAR (1994)

1 vs Lord Contaminous 2.50

SUMMER SPECIAL #1 VIDEO VOYAGER '995

TPB collect's [illegible] novel as [illegible]

WARRIOR (1994

1 trapped in vicious [illegible] ...2.50

ZEN CITY (1995)

1 7th illust'd novel a[illegible] ...2.50

ZERO HOUR: CRISIS IN TIME

DC COMICS (1994)

4 (4-pt. mini-series numbered 4 to 0) Dlu IOr part 1, Flash "dies" 3.00
3 Dlu IOr part 2 Justice Society deals with Flash's "death" 3.00
2 Dlu IOr p3 ....3.00
1 Dlu IOr p4 30th & 25th centuries are consumed 3.00
0 Dlu IOr p5,ZERO HOUR concludes with the birth of a new universe w/timeline and card 3.00
TPB reps #4-0, plus tie-ins from Showcase '94 #8-9 ....9.95

ZORRO

TOPPS (1993-current)

1 MMa DMg new era in Zorro saga, FMi cover 2.50
2 MMa DMg JA, cvr,attacks army compound learns two secrets 4.00
3 MMa DMg 1st Lady Rawhide 15.00
4 MMa DMg 1 Moonstalker 2.50
5 MMa DMg vs Moonstalker 2.50
6 VRu DMg R:Lady Rawhide 4.50
7 MMa DMg Lady Rawhide 3.50
8 MMa DMg 2.50
9 HCo DMg Machete,Lady Rawhide 2.50
10-11 HCo DMg p2-3, Lady R'hide .2.50

WIZARD V.I.P.s & NETWORKERS

Wizard would like to thank the hundreds of retailers who regularly participate in our Retailer Survey Network. With their assistance, we are able to compile highly accurate data for each price guide. (Retailers: for details on becoming a Network member, please contact Bob Marshall at the address below.)

The following persons are known as **WIZARD V.I.P.s**. They are special advisors to the *Wizard* Price Guide staff, and we thank each one of them for their participation, which serves to further increase the accuracy of *Wizard*'s price guide. (Retailers who wish to become V.I.P.s should contact Jon Warren, the Senior Price Guide Editor, at Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.)

Bruno Andreacchi
B.A.'s Comics & Nostalgia
121 Oxford St East
London, Ontario, Canada
N6A 1T4
(519) 439-9636

Peter Beck
Grafik-XS
PO Box 805
Westwood, NJ 07675
(201) 666-0373

Mike Bobb
Comics & Cards, Inc.
441 Georgia Highway 53
Calhoun, GA 30701
(706) 625-8527

William Christensen
Comic Cavalcade
502 East John Street
Champaign, IL 61820
(217) 384-2211

John Chruscusk Jr
Michael Goldstein
Tropic Comics
313 S. State Rd. #7
Plantation, FL 33317
(305) 587-8878

Rich Conley &
James Keene
Heroes & Fantasies
742 Burchester
San Antonio, TX 78216
(210) 341-5567

Keith Contarino
Contarino's Comics
2624 Greene's Lane
Powder Springs, GA 30073

Tim Cottrill
The Bookery
35 North Broad Street
Fairborn, OH 45324
(513) 879-1408

Phil Daves
B & D Comic Shop
802 Elm Street South West
Roanoke, VA 24016
(703) 342-6642

Mike Diamond
Comic Mond
3 West Camden Ave.
Moorestown, NJ 08057
(609) 778-4332
(609) 667-4224-FAX

Conrad Eschenberg
Dimension Comics &
Original Art
Rt 1 Box 204-A
Cold Springs, NY 10516
(914) 265-2649

Steve Fishler
Metropolis
7 West 18th St., 4th Floor
New York City, NY 10011
(212) 627-9691

Chris Foss
Heroes & Dragons
1561 Broad River Road
Columbia, SC 29210
(803) 731-4376

Rick Frogge
Collectors World
5751 Nolensville Road
Nashville, TN 37211
(615) 333-9458

Dan Gallo & Tom Fish
Frontline Collectibles
579 Warburton Ave. #4
Hast-on-Hud, NY 10706
(914) 478-4676

Alan & Marsha Giroux
All About Books & Comics
517 E. Camelback
Phoenix, AZ 85012
(602) 277-0757

Dave Griffith
Book Busters
2150 Northwoods Ave. #7
N. Charleston, SC 29406
(803) 569-0836

Kevin Harmon
Cactus Comics
6009 E. 22nd St
Tucson, AZ 85711
(520) 750-8525

Frank Hidog & Nathan
Roberts
Legends Comics
5101 Hinkleville Road
Kentucky Oaks Mall
Paducah, KY 42001
(502) 443-2678

Neil Johnson
Emerald City Comics &
Collection, Inc.
9249 Seminole Blvd.
Seminole, FL 34642
(813) 398-2665

Ken Kingsbury
Collector's Only Comics &
Cards
5655 E. La Palma Ave.
Suite 120
Anaheim Co. 92807
(714) 777-4424
(714) 777-1719-FAX

Jason Kolodny
ABC Comics
14786 SW 56th Street
Miami, FL 33185
(305) 383-4322

Ed Layer Jr
Dream Factory/Moondog's
1201 Oakton Street, Suite 1
Elk Grove Village, IL 60007
(708) 806-6060

Sean Linkenback
Showcase Collectibles
5920 Roswell Rd.
Suite D-204
Sandy Springs, GA 30328
(404) 255-5170

Robert Letscher II
Key Comics
P.O. Box 3855
Scottsdale, AZ 85271-3855
(602) 949-8499

Jack Mallette
Mallette's Vintage
Collectibles
P.O. Box 12827
Jackson, MS 39236
(601) 853-2317

Ed Manley
J & E Cards-Comics, Ltd.
9117A Bel Air Rd.
Baltimore, MD 21236
(410) 256-0500

Damon McCulloch
Comics & Comix
6135 Sunrise Blvd.
Citrus Heights, CA 95610
(916) 969-0717

Todd McDevitt &
Sam Pistachio
New Dimension Comics
20550 Route 19
Cranberry Township, PA
16066-7520
(412) 776-0433

Doug Meyers
Comics Conspiracy
115A E. Freemont
Sunnyvale, CA 94087
(408) 248-6275

Mark Montgomery &
Kevin Sparks
Comics Heritage
3725 Wexford Drive
Martinez, GA 30907

John F. Moore ..
Comix Etc.
100 Main Ave. NW
Suite 100
Hickory, NC 28601
(704) 327-4975

Jim Morgan
Grandslam Sportscards &
Comics
3436 Williams Road
Fort Worth, TX 76116
(817) 244-7311

Avrom Oliver
Adventures in Comics &
Games
6026 Fair Oaks Blvd.
Carmichael, CA 95608
(916) 973-9064

Jerry Ringi
Amazing Fantasy
14346 Warwick Blvd.
Suite 355
Newport News, VA 23602
(804) 877-6030

Chris Rymer
The Card Connection
1888 Hard Road
Columbus, OH 43235-1996
(614) 792-1722

Robert B. Scott
ComicKaze Comics & Sports
Cards
5615 Balboa Avenue
San Diego, CA 92111
(619) 278-0371

Tom Shea
TJ Collectibles
227 Main Street
Milford, MA 01757
(508) 473-5874

Joel Thingvall
Nostalgia Zone
31491/2 Hennepin Ave. S.
Minneapolis, MN 55408
(612) 645-5950

Nolan Wyatt
Golden Apple
7713 Melrose Ave.
Los Angeles, CA 90046
(213) 658-6047

SHOWS & CONVENTIONS

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

ARKANSAS

AUGUST 27, LITTLE ROCK

Comic World Promotion Presents Con-X-Con Comic Book and Non-Sports Card Show, Best Western Inntown, I-30 and 6th Street, $2 admission, 10am-5pm. The South's finest dealers, comics (new, Silver and Gold), non-sports cards, toys and *Magic*. BUY, SELL AND TRADE, drawing held at 2pm. Contact: Cecil Johnson @ 501-794-3394.

CALIFORNIA

AUGUST 27, SAN FRANCISCO

San Francisco Sports Card & Comic Book Show, Cathedral Hill Hotel, 1101 Van Ness Avenue & Geary Blvd., 50 tables @ $50 each, $2 admission, 10am-4pm. Contact: A. Jang or Damon Jang @ 415-386-9036.

SEPTEMBER 22-24, SAN FRANCISCO

Super Comics & Collectibles Expo, Cow Palace, Geneva & Santos, 150 tables, call for cost, $6/day (children under 6 and any student, high school or below, who brings a 1995 "straight A's" report card with photo ID, are free). Bring this issue of *Wizard* and receive $1 off admission. Friday: 12 noon-8pm, Saturday/Sunday: 10am-5pm. Guests: John Romita, Jr. (*Spider-Man, X-Men, Punisher War Zone, Daredevil, Cable, Iron Man*), Chap Yaep (*Warchild, Team Youngblood*), Jeff Matsuda (*X-Men, X-Factor, Newmen, Youngblood Strikefile*); Sam Liu (*Cybrid*), Chris Lichtner (*Badrock, Glory, Newmen, Youngblood*), creative team from Harris Comics: Kirk Van Wormer, Joe Weems & Chris Berkeley (*Vampirella, Rook, Chains of Chaos*). Additional guests may be announced. Autograph tickets will be sold for .25 cents each, with all proceeds (including a charity auction, Sat., 3pm) benefiting the San Francisco Public Schools Arts Program. This expo will feature Golden, Silver & Modern comics, classic & new toys, games, animation, *Star Wars/Star Trek* memorabilia and more. *MAGIC: THE GATHERING* Tournaments. Contact: Bill Lee @ The Expo Hotline, (415) 522-3838.

DELAWARE

AUGUST 27, NEWARK

Small Wonder!, Newark Best Western, I-95 & Rt. 273 (Dover exit), 40 tables @ $50 each, $3 admission, 10am-4.30pm. Free gift for the first 100 people. Featuring comics, toys, cards, videos and more. Contact: Joe Hummel @ 302-456-3055.

FLORIDA

AUGUST 20, MIAMI

Comic Book Convention, Crown Sterling Suites, Miami Int'l. Airport, 35 tables, call for cost, $3 admission, 11am-5pm. Guest: Fred Haynes (artist—*War Machine*). Giveaways. Contact: Great Eastern Conventions @ 908-788-6845.

ILLINOIS

AUGUST 20, CHICAGO

Comic Book Convention, Hyatt Regency Woodfield, 1800 East Golf Rd. (off Rt. 53 north), 50 tables @ $60 each, $3.25 admission, 10am-4pm. Guest: Malcolm Davis (artist—*Hulk 2099*). Giveaways! Contact. Great Eastern Conventions @ 908-788-6845.

INDIANA

AUGUST 25-27, PORTLAND

Indiana Comic Convention, Jay County Boys Club, 115 East Water Street, 120 tables @ $125 for the 1st table, $100 thereafter and a 10% discount for distributing flyers, $2 admission, Friday: 2pm-8pm, Saturday: 10am-8pm, Sunday: 10am-5pm. This is a benefit for the Jay County Boys Club! Guests to be announced, *Magic*, POG and coloring contest. Contact: D. Scott Daniels @ 219-589-8028 or Jim Zion @ 219-422-1993.

SEPTEMBER 8-10, INDIANAPOLIS

Indy-Monthly Comic Show, Eastgate Mall, 7150 E. Washington St., 35-plus 8-ft. dealer tables @ $60 each or 2 for $95, free admission, mall hours (Friday-Saturday: 10am-9pm; Sunday: Noon-5pm). *Magic* Tournament September 9th only. For dealer and show information, call Rick Garcia of Hoosier Sportscards @ 317-357-9999.

SEPTEMBER 16, BLOOMINGTON

Comicpalooza, Bloomington Convention Center, College Avenue, 60-plus tables @ $35 each, $2.50 admission (50 cents of each admission fee going to a local charity for feeding the homeless), 10am-6pm. Sports cards, non-sports cards, gaming cards, military memorabilia, comic books, videos and toys. A live band will appear after the show. Guests: Don Simpson, Gene Ha (X-Men artist), Roy Duncan, Dallas Waddell (Duncwadd Comics) and many more to be announced later. Contact: Julie Sykes @ 812-876-8848, between the hours of 4pm and 10pm.

MARYLAND

AUGUST 27, GAITHERSBURG

Capital Associates' Gaithersburg Monthly, Gaithersburg Holiday Inn, 2 Montgomery Village Avenue, (301)-948-8900, take exit 11A off I-270 (Rt. 124 East), 60 tables @ $65 for the 1st table, $60 for the 2nd table, $55 for each additional table, $2 admission (may be higher for dates where autographs are added), children under 5 are free, 10am-4pm. Contact: Jeffrey Scott Rocen @ 800-222-2057.

MASSACHUSETTS

AUGUST 12, BURLINGTON

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, American Legion Hall, exit 34, Winn street, next to Marshall Simmons Jr. High, tables available, call for cost, $2 admission, 11am-4pm. *Magic* cards, toys, POGs, and thousands of half-priced and hard-to-find comics, free credit raffles and gifts. Contact. Larry Harrison @ 617-596-3336.

AUGUST 13, ROCKLAND

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Ramada Inn, exit 14, Rt. 228, off of Rt. 3 south of Boston, tables available, call for cost, $2 admission, 11am-4pm. *Magic* cards, toys, POGs, and thousands of half-priced and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

AUGUST 20, NATICK

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Holiday Inn Crowne Plaza, Rt. 9 East, across from the Natick Mall, tables available, call for cost, $2 admission, 11am-4pm. *Magic* cards, toys, POGs, and thousands of half-priced and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

AUGUST 27, BOSTON

Comic Book Convention, 57 Park Plaza Hotel (Howard Johnson), 200 Stuart Street, 75 tables @ $75 each, $3 admission, 10am-5pm. Guests: TBA. Giveaways! Contact: Great Eastern Conventions @ 908-788-6845.

MICHIGAN

AUGUST 27, LIVONIA

Livonia X-Trava-Con & Non-Sport Card Show, Knights of Columbus Hall, 19801 Farmington Road, between 7 & 8 Mile Road, 45 8-ft. tables @ $40 each, $35 in advance, $2 admission, 10am-4pm. Over 100,000 comics for sale, thousands of non-sport and *Magic* cards for sale. Contact: Motor City Conventions, Michael Goldman @ 810-350-2633.

SEPTEMBER 10, ROYAL OAK

Royal Oak Encore Comic Book & Non-Sport Card Show, American Legion Hall, 1815 Rochester Road, corner of 12 Mile & Rochester Road, 45 8-ft. tables @ $40 each, $35 in advance, $2 admission, 10am-4pm. Over 100,000 comics for sale, thousands of non-sport and *Magic* cards for sale. Contact: Motor City Conventions, Michael Goldman @ 810-350-2633.

SEPTEMBER 17, EAST LANSING

Spartan Comic Book & Baseball Card Show, Kellogg Center (Big Ten Room "A"), Michigan State University, 70 8-ft. tables @ $45 each, $40 in advance, $2 admission, 10am-4pm. Guests: Bernie Wrightson, Gary Bishop, Eric Nordbeck, Randy Zimmerman and Jason Moore—free autographs all day. Over 100,000 comics for sale, thousands of non-sport and *Magic* cards for sale. Contact: Motor City Conventions, Michael Goldman @ 810-350-2633.

NEW HAMPSHIRE

AUGUST 6, NASHUA

BIG CAT Productions Monthly Comic, Toy and Non-Sport Card Show, Holiday Inn, exit 4 off Rt. 3, tables available, call for cost, $2 admission, 11am-4pm. *Magic* cards, toys, POGs, and thousands of half-priced and hard-to-find comics, free credit raffles and gifts. Contact: Larry Harrison @ 617-596-3336.

NEW JERSEY

AUGUST 5, WOODBRIDGE

Comic Book Marketplace, The Sheraton Hotel, 515 Rt. 1 south, across from the Woodbridge Mall, 40 tables @ $55 each, $3 admission, 10am-4pm. Guests: Mark McKenna (*Spartan: Warrior Spirit* & *The Power Rangers Movie*), Dick Ayers (Marvel Silver Age artist on *Fantastic Four, Journey into Mystery, Sgt. Fury, Strange Tales* and *Tales to Astonish*) and Rich Ayers (*Phantom Rider*). Plus $100 in show cash door prizes!!! Contact: Ron Jordan @ 908-828-5955.

AUGUST 13, BORDENTOWN

Comic Book Marketplace, The Days Inn Hotel, Rt. 206 North off exit 7 of the NJ Turnpike, 30 tables @ $55 each, $3 admission, 10am-4pm. Guests: Howard Bender (*Spider-Man Magazine*), Tom Smith (*X-Men 2099, Venom*) and Kurt Schaffenberger (*Lois*

Lane, Jimmy Olsen, Shazam!, Captain Marvel and *Superman*). Plus $100 in show cash door prizes!!! Contact: Ron Jordan @ 908-828-5955

AUGUST 20, ROBBINSVILLE

Central New Jersey Comic Book & Trading Card Show, Washington Twp. Volunteer Fire Dept., Rt. 130, 3 miles from exit 7A off the NJ Turnpike, $2 admission, 9:30am-3:30pm. Great Silver Age door prizes every hour, including *X-Men* (vol. 1) #13 at 3pm!! Guest: Arne Starr (*Star Trek, Spider-Man*) Contact: EMCEE Conventions @ 609-448-7585 for updated information.

AUGUST 20, WAYNE

Wayne Comic Book Expo, Holiday Inn, Rt. 46 East Service Rd., 30 8-ft. tables @ $55 each, $2 admission, 10am-4pm. Special features: primarily comic books (all eras and prices), some non-sports cards and toys, hourly door prizes, old-fashioned no-minimum-bid auctions. Show us your *Wizard* magazine for a $2 merchandise credit with your paid admission. Contact: John Paul @ 201-783-0608.

AUGUST 25-27, WILDWOOD

Wildwood Comic Book, Toy & Sports Collectibles Expo, Wildwood Convention Center, on the boardwalk at Burk Avenue, free admission, Friday: 5-10pm, Saturday: 12 noon - 9pm, Sunday: 10am-4pm Guests: Gray Morrow (*Power Rangers, Tarzan*), Neil Vokes (*Jurassic Park, Jonny Demon*), Larry Mahistedt (*Amazing Spider-Man, Flash*), William O'Neill (*Chassis*), Darryl Taylor (*Chassis*), Michael Oeming (*Judge Dredd, Foot Soldiers*), Rich Buckler (*Fantastic Four* and Deathlok creator), plus 6 other artists from Visage Studios, Richie Ashburn (Baseball Hall-of-Famer). Plus, enjoy a tremendous selection of collectibles at the beautiful Jersey Shore! Contact: Emcee Conventions @ 609-448-7585 for updated information.

NEW YORK

AUGUST 20, NEW YORK

Comic Book Convention, Madison Square Garden, 31st Street and 7th Avenue, 70 tables, call for cost, $4 admission, 10am-5pm. Guests: To Be Announced. Giveaways! Contact: Great Eastern Conventions @ 908-788-6845

SEPTEMBER 2-3, WHITE PLAINS

PowerCon IV, Westchester County Center, Bronx River Parkway @ Central Avenue, 250 tables @ $125 each, $7.50 admission, 11am-5pm each day. Over 25 guests, including Joe Sinnott, Paul Abrams, June Brigman and many more! Contact: Ted or Rosary @ 716-893-5301.

SEPTEMBER 8-10, NEW YORK

Culture Shock '95, All-Media Extravaganza, Jacob K. Javits Convention Center, 34th Street and 11th Avenue, Booths: 700-plus, call for cost, admission and showtimes. Guests: Steve Skroce, Scott Lobdell, Kevin Nowlan, Tom Grindberg, Ron Garney, Mark McKenna, Steve Leber, Ray Lago, Ron Goulart, Tom Kidd, Eric Shanower, Gonzalo Mayo, Lew Sayre Schwartz and more To Be Announced. Giveaways! Contact: Great Eastern Conventions @ 908-788-6845.

NORTH CAROLINA

AUGUST 13, WINSTON SALEM

Comic Book Trading Card & *Star Wars* Toy Show, Holiday Inn West, off Silas Creek Parkway (Hawthorne Rd.), 35 tables @ $50 each, $2 admission, 10am-5pm. For guest updates, call Mark @ 704-787-3911!!!

AUGUST 20, CHARLOTTE

Comic Book Trading Card & *Star Wars* Toy Show, Ramada Inn Airport Central, Exit 7 off I-77 (Clanton Rd.), 34 tables @ $50 each, $2 admission, 10am-5pm. For guest updates, call Mark @ 704-787-3911!!!

AUGUST 26, RALEIGH

Comic Book Trading Card & *Star Wars* Toy Show, Days Inn North, exit 11B off I-440 (2805 Highwoods Blvd.), 24 tables @ $50 each, $2 admission, 10am-5pm. For guest updates, call Mark @ 704-787-3911!!!

AUGUST 27, GREENSBORO

Comic Book Trading Card & *Star Wars* Toy Show, Howard Johnson Coliseum, exit 217B off I-40 (High Point Rd.), 35 tables @ $50 each, $2 admission, 10am-5pm. For guest updates, call Mark @ 704-787-3911!!!

OREGON

AUGUST 19-20, PORTLAND

Dark Horse Comicon, Portland Expo Center, 2060 North Marine Drive, 200 tables @ $100 each, $3 admission, children 8 and under are free, Saturday: 10am-5pm, Sunday: 11am-5pm. Guests: Art Adams, Mike Allred, Paul Guiacy, Dan Jurgens, Mike Mignola, Al Williamson, Chris Warner, Sculptor Randy Bowen, and, scheduled to appear as a SPECIAL GUEST of the convention, Mark Hamill. Contact: Chris Kokich @ 503-652-8815 for updates.

PENNSYLVANIA

AUGUST 26, LANGHORNE

Comics & Cards, Sheraton Books County, 400 Oxford Valley Road, 55 tables @ $40 each, $1 admission, 9am-3pm. Contact: Greg Petrino @ 215-968-8577.

TENNESSEE

AUGUST 26, PIGEON FORGE

Summer-Con Comic Book Show, Holiday Inn Pigeon Forge, 3230 Parkway, tables available @ $40 each, $1 admission, 9am-6pm. Door prizes, and a GRAND door prize! Contact Steve Riley @ 615-691-3302.

TEXAS

AUGUST 6, HOUSTON

Comic, Card and POG Convention, Marriott Westside, 13210 Katy Frwy., I-10 West exit Eldridge, 45 tables @ $65 each, $2 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676.

AUGUST 12, SAN ANTONIO

Comic, Card & POG Convention, Embassy Suites Hotel, Loop 410 West at I-10 West behind Marbu Fun Center, 40 tables @ $55 each or 2 for $100, $1 admission, 9:30am-4pm. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676

AUGUST 13, AUSTIN

Comic, Card & POG Convention, Embassy Suites Hotel, 5901 North I-H35, 40 tables @ $55 each or 2 for $100, $1.50 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676.

AUGUST 19, HOUSTON

L. King Collectibles, Monthly In-Store Sale-Bration Event!, 3001 Fondren, free admission, 10am-6pm, over $750 in raffle prizes to be offered! Receive one raffle draw for each $10 purchase; raffle prizes include: comics, non-sport cards, sports cards, and *Magic: The Gathering*. We offer lowest everyday prices on comics, non-sports, and *Magic: The Gathering* singles. Look for special savings and discounts throughout the store on all your hobby needs. Free comic book with this ad! Call 713-782-2273 for more information.

AUGUST 19-20, HOUSTON

Comic, Card and POG Convention, Holiday Inn, I-10 and Silber, 7611 Katy Frwy (I-10 West, exit Silber), 45 tables @ $125 each, $2 admission, 10am-5pm both days. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676

AUGUST 20, GALVESTON

Comic Con '95, Holiday Inn, 5002 Seawall Blvd., 22 tables @ $85 each, $3 admission, 9am-5pm. First 100 customers will receive 6 free comics ($13-plus total value), hourly door prizes (gold, platinum, signed comics). Contact: Randell Drinkwater @ 409-945-5132.

AUGUST 26, HOUSTON

Houston Comic Book and Collectibles Show (Houston's oldest-running and best convention series), Harvey Hotel, 2712 Southwest Frwy. at Kirby, 85 tables @ $60 each, $3.50 admission, children under 12 $1, 10am-4pm. Comic Book Auction at 2pm, original action figure contest with cash prizes! Hundreds of dollars in door prizes and giveaways. 5 free comics with this ad! (Limit one ad per paid admission, photocopies OK.) Special comic guests to be announced, free gifts from major comic book and film companies. Special Superman convention exhibit, including original comic art and other rare items. For more information on the best shows in Texas, call 713-667-TOYS (8697)!

AUGUST 26, HOUSTON

Comic, Card and POG Convention, Hilton Hotel Southwest, 7611 Southwest Frwy., 59 south exit Hillcroft, 35 tables @ $70 each, $2 admission, 9:30am-4pm. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676.

AUGUST 27, SAN ANTONIO

Comic, Card & POG Convention, Wyndham Hotel, I-10 and Wurzbach, 45 tables @ $55 each or 2 for $100, $1 admission, 10am-5pm. Door prize drawings every 30 minutes for comics and cards, bring this ad, and with paid admission, receive a free pack of comic cards. Contact: Mark Hlavinka @ 713-293-8676.

VIRGINIA

SEPTEMBER 10, TYSONS CORNER/FALLS CHURCH

Capital Associates' Tysons Corner Monthly, Tysons Corner Ramada (Double Tree Hotel), 7801 Leesburg Pike (Falls Church), take exit 10 off I-495 (Rt. 7 East), 85 tables @ $65 for the 1st table, $60 for the 2nd table, $55 for each additional table, $2 admission (may be higher for dates where autographs are added), children under 5 are free, 10am-4pm. Contact: Jeffrey Scott Rocen @ 800-222-2057.

WASHINGTON

AUGUST 27, SEATTLE

Center Con 30, Seattle Center Flag Pavilion (Home of the Space Needle), Mercer & Denny, 109 tables @ $70 each, $3 admission, 10:30am-4:30pm. Guests: Al Feldstein, Mike Grell, Rick Hoberg and more. Contact: Carl or Joan Waluconis @ 206-822-5709

WEST VIRGINIA

SEPTEMBER 17, CHARLESTON

West Virginia Comic Con, Holiday Inn Charleston House, 600 Kanawha Blvd., 40 6-ft. tables @ $45 in advance, $2.50 admission, free for children 6 and under, 10am-4pm. Call for guest updates. Contact: Jeff Harper @ 216-499-6056. ☆

If you'd like to use *Wizard's* magic to help advertise your comic book event, call Karen Evora at (914) 268-3907.

Todd's Sensitive Side

by Todd McFarlane

One non-comic book question that's always posed to me by fans is, "What movies do you like?" I think fans are somewhat surprised by my answer that I'm not a big fan of action or sci-fi blockbuster movies.

In 1977, I went and saw *Star Wars*. I haven't seen the two follow-up sequels, namely *The Empire Strikes Back* and *Return of the Jedi*. I haven't seen any of the seven *Star Trek* movies, *True Lies*, *Cliffhanger*, *Last Action Hero*, etc. I've seen the first Indiana Jones movie, *Raiders of the Lost Ark*, but not the other two. I've seen very little of the first *Die Hard*, but not the others.

What I'm getting at here is this question: Why should I go see a movie with big guns and explosions and spaceships when I can draw that stuff whenever I want to? It's like working at a chocolate factory and going home to eat a little fudge. When I come away from my drawing board, I need a little dose of reality. I have an interest in movies that have stories that are described as The Great American Novel. Since I know I'll never write The Great American Novel, I admire those that can

Some of the best movies I've seen have a rich quality to them. Movies like *When Harry Met Sally*, *The Color Purple* (which had great cinematography and was very adept at weaving a large cast in and out of the film), *Nuts* with Barbra Streisand (you didn't know the whole story until the very end) and *Radio Flyer* (which is about child abuse) are all true-life reality flicks. The last good movie I've seen is *The Shawshank Redemption*, a character-driven movie. In terms of dialogue, lighting and the way the camera moved, if Hollywood was to let me do movies, I'd do my best to have them look this way.

Whenever I see an action movie, I just sit there and re-edit it. Like a bad director, I'd say, "He wouldn't do that."

One of the most frustrating movies I've seen lately is *Speed*. I mean, what a crack. You've got a cop trying to defuse a bomb on a runaway bus that has twenty or so people on it. And it seemed more like a party. Not once did I feel afraid for those people, because they were having too good a time. People were cracking jokes—and if there's one thing I just hate in a movie, it's that at a time of tension or crisis, the first thing someone utters is a joke. If I were on a runaway bus with a bomb on it, my first concern would be for my wife and kids, and maybe about four weeks later I'd crack my first joke. I consider myself a fairly happy-go-lucky guy (when I'm not doing snotty interviews), and I don't understand how people stuck on a deathtrap would crack jokes. OK, maybe one guy can joke, but in *Speed*, everyone had their token joke. Maybe it's because I'm just a little bit terrified of dying that I take this so seriously, but it numbs the credibility of the film in my mind.

Well, enough of my chatter. If you have certain tastes in movies and care to share 'em with me, write to me at the address in *Spawn*. And in the meantime, thanks for reading, and take care.

Todd McFarlane is a co-founder of Image Comics, and is the writer and co-artist of Spawn.

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EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

Wizard Bullpen

WINK, WINK, NUDGE, NUDGE. KNOW WHAT I MEAN?

Secret meetings are taking place behind closed doors. For the past six months, the men and women who bring you *Wizard* each and every month sat huddled around stacks of notes, surveys and outlines, pouring over every scrap of data, making sweeping, far-reaching changes. The newly-formed Wizard Press Art Department, headed up by *Wizard: The Guide to Comics* Art Director Matt Tierney, is working around the clock, throwing pages on the drawing board, gearing up for the massive overhaul. Stephen Shamus, heading up the new in-house team of Price Guide researchers, is busy expanding the retailer network and revamping both the Comic Book and Trading Card Price Guides. Dozens of people, working hundreds of hours, all headed towards the same goal. It's *Wizard* #50, and it hits in 30 days.

YOUR (USER) FRIENDLY NEIGHBORHOOD WIZARD WORLD!

You always knew *Wizard* was the coolest magazine on the newsstands. Now everybody who owns a computer is going to learn what you already know.

On June 14, *Wizard: The Guide to Comics* officially launched "Wizard World," an interactive comic book forum on the America Online network.

The best part is: it's totally *Wizard*. Flashy graphics, cool downloads, an unbeatable Comic Price Guide...and that's just for starters.

You can talk with *Wizard* editors and writers, as well as fellow comic fans. Top creators are already hanging out on the forum talking about their comics.

America Online users can read many *Wizard* news and feature articles, as well the magazine's popular sections including Magic Words, Toying Around, Picks from the Wizard's Hat and E.G.O. You can even download all the covers to back issues of *Wizard*.

The forum also features special "online exclusives," including special articles and contests! Last month, we gave away the original art for the cover to *Creed* #1 by Trent Kaniuga and the original art for the cover of the all-new *Punisher* #1 by Tom Lyle. Wizard World also features *Wizard*'s famous Price Guide with more than 30,000 comic prices per month.

Wizard World is available only on America Online. Just type Keyword: **Wizard** and you're there!

For a free 10-hour trial of America Online, call (800) 754-4400.

WHO ARE YOU?

ERIC

Official *Wizard* groundhog (Groundhogicus-maximus) and mascot

In case you're wondering just who the hell this Eric character is, he's our furry resident groundhog who hangs around the lawn outside our offices here in Congers. He's been mentioned a few times in *Wizard*, and you probably had no idea who he was. And even though we still haven't gotten any photos of him yet, we were able to secure an interview with the li'l guy.

What is it you do at *Wizard*?

Not much anymore. A couple of months back, me and Shamus had a falling out over who came up with the idea for ProGard, and maybe I had one too many at lunch or somethin', but POW, I laid him flat on his ass. Now I just hang around on the lawn, eat and try to catch something slow enough to mate with.

What are your hobbies?

Learning different ways to prepare my young before I eat them. I've also got the entire set of Time Life Books' *History of the Terrible Lizards*.

Favorite comic series?

Cherry Poptart. Boy, I wouldn't mind CENSOREDCENSORED CENSOREDCENSOREDCENSOREDCENSOREDCENSOREDCENSORED CENSOREDCENSOREDCENSOREDCENSOREDCENSOREDCENSORED CENSOREDCENSOREDCENSOREDCENSORED. *Bone*'s good, too. Heck, that li'l' guy's so cute, I wouldn't mind CENSOREDCENSORED CENSOREDCENSOREDCENSOREDCENSOREDCENSOREDCENSORED CENSOREDCENSOREDCENSOREDCENSORED him, either.

Accomplishment of which you are most proud?

Every day when Gareb comes in and parks his car, I sneak up to his Lexus and mark the hell out of it with my scent.

Who would play you in a movie?

DeNiro. The range he displays is awesome. While many had pigeonholed him as only a tough guy/mobster actor, he gave powerful, thought-provoking performances as the catatonic man in *Awakenings*, and the hopeless, tortured in Coppola's *Frankenstein*. Or maybe Wings Hauser.

Any advice for *Wizard* readers?

Yeah, keep on buying *Wizard*, it's great! (The preceding was a paid endorsement from Wizard Press and Gareb Shamus Enterprises. Eric the Groundhog received monetary reimbursement for all statements made.)

What would you like people to know about you?

I may not be human, but I have feelings. I know what it's like to lie awake at night alone, wishing I had someone to hold. To look up at the night sky and wonder if there is a God, and if so, why has he seemingly forsaken us? Oh, and if any of you've got a sister, hook me up.

Top 10 Batman Action Figures that didn't quite make it:

10. Bosnian-Serb Batman with "Blow-Your-Ass-Away!" action.
9. Ebola-Infected Batman with real squeeze-and-pop action!
8. Batman of the Royal Canadian Mounted Police with 80 lbs. of Bacon action accessory.
7. Bullet-Riddled Thomas & Martha Wayne inaction figures.
6. Victoria's Secret Batman (free with purchase of Fancy Miracle Bra).
5. Action "O.J." Batman with white Ford Bronco Batmobile (Kato Kaelin Robin mail-away offer).
4. Intestinal-Distress Batman with action Bat-Tapeworm.
3. Pantsless Alfred.
2. Blind-Drunk-and-Giggling-like-a-Schoolgirl Batman.
1. "Sweet-Jesus-Where's-the-Bathroom?" Batman with Fear-of-God Bat-Expression.

INQUEST #5

Learn how to **break into the gaming market**, including all the do's and don'ts of submitting—and following up on—your ideas to publishers! Then we'll tell you exactly **how to build a *Magic* deck** and uncover the secrets of the **Tournament Survival Kit!** We also check out **Alter Ego**, Wizards of the Coast's new role-playing division, and look into the reality behind fantasy worlds, including what castle life and being a knight is *really* like. And that's not all: we're introducing a **game review column** (starting with our take on *Marvel OverPower*, *Powercardz* and *Rage*) and an **online gaming column**, and we've expanded and improved our Price Guide and Stumpers (*Magic* Q & A) section! *Plus*, you can **win a complete WildStorm card game set**, and original art by Jill Thompson from **Comico's *Chrysalis* set!** *And* we throw in an **exclusive *Star Quest* card** from Comic Images, a ***Spawn Powercardz* card**, and a card from the first expansion set for **White Wolf's *Rage***! Whew! And it's still just...**$3.50**

Illustration by Jim Lawrence

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Here's looking at...KEVIN DOOLEY

by Marc Shapiro

When it gets down to crunch time in the hallowed halls of DC Comics, writers and illustrators pretty much know what they're going to get when Kevin Dooley enters the room.

"My philosophy is what's going to be best for the comic and, in particular, the story and the characters," says the 42-year-old DC editor. "I'm more in favor of enhancing a good character than merely throwing in another fight scene."

Dooley, currently riding roughshod over *Green Lantern*, *Aquaman* and *Outsiders*, was born in Flushing, N.Y., was raised a DC Comics loyalist and went to college in California. He laughingly recalls that the first 10 years of his working life were pure hell. "I wrote junk mail copy for 10 years. I was the guy who wrote the crap that convinced people to buy stuff they really didn't need. I had finally reached a point where I was getting ready to get a high-powered scope rifle and start picking people off, so I quit, took a job in a bookstore, took a $20,000 pay cut and was never happier in my life."

Until he spied an item in the comic book fanzine *Amazing Heroes* looking for writers. In typical Dooley fashion, he responded with an article, three more article ideas and a whole slew of suggestions on how to improve the magazine. "Then one day, the editor Kim Thompson called me up and asked me if I wanted a job."

Dooley edited *Amazing Heroes* for a year before making the acquaintance of DC Comics editor Andrew Helfer, which resulted in the offer of an assistant editor's job at DC. He jumped at the chance and soon found himself making editorial sense of such books as *Justice League America*, *The Spectre*, *Mr. Miracle* and *The New Guardians*. "I moved up to associate editor, and when Andy left [for DC's Piranha Press imprint], I was kicked upstairs to handle *Green Lantern*, because everybody felt I have a superhero bent."

Dooley, who is married to a Marvel Comics employee, Tamara Brown, and can be accused of sleeping with the enemy, spends his free time at the mountains, the beach and in a lot of darkened rooms. "I live to go to the movies and to go to the theater. I like to read, and not just comics, but real science books and books on philosophy. I also like it a lot when it's just plain quiet."

But, ultimately, Kevin Dooley just plain likes being an editor. "Even when I was a kid, I wanted to be an editor. I never wanted to be the writer or the guy who drew the books. I always wanted to be more a part of the directorial process. And no," he laughs, "I'm not lying."

GREEN LANTERN™ & © DC Comics. Photo courtesy of DC Comics.

First comic read...
[DC's] *Mystery in Space*, with Adam Strange. My brother actually read it to me, and I kept stopping him and pointing out all the story problems.

Favorite comic of all time...
The Shadow, as done by [writer] Denny O'Neil and [artist] Mike Kaluta. That was really good stuff.

Favorite work of your own...
My daughters, Jamie and Julie.

Comics you currently read...
Impulse, *Flash*, *Groo*, *Bone*, *Hate*, *Daredevil*, *Lobo*, and the Batman and Superman titles.

Favorite comic character...
Green Lantern, because his main power was always linked to his imagination.

The one person you'd like to meet...
Either [actress] Joyce DeWitt from *Three's Company* or [author] Bertrand Russell. In fact, having dinner with both of them would be real interesting.

Superpower you would most want...
The ability to make people feel better about themselves.

Nicknames you have...
My brother calls me Stymie, because when I was a kid, I once rolled down a hill inside a tire, like Stymie in *The Little Rascals*.

Favorite munchie at 2 a.m....
SnackWell's fudge cookies and milk.

Things you collect...
Comic books, and books by Bertrand Russell.

Favorite pastime or hobby...
Playing the guitar and reading.

Favorite cartoon...
That has to be Bugs Bunny's "Falling Hare." The funniest scene is when the plane's going down, and Bugs is going: "Eee! Ooh! Eee!" I could see that scene 10,000 times, and still laugh.

Last good book you read...
The Day of the Piglet, by Benjamin Hoff

Last good movie you saw...
Die Hard With A Vengeance

Person who would play you in a movie...
Peter Scolari, from *Bosom Buddies* and *Newhart*.

If you had the power of the Beyonder...
I'd see beyond people's faults to what they're really like. ★

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